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COMMODORE FORCE

ISSUE 3
MARCH 1993
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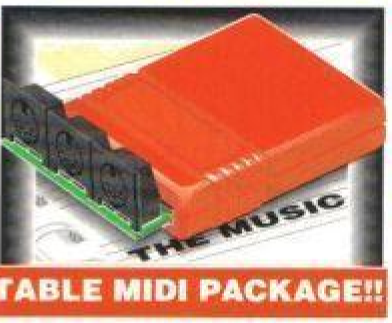

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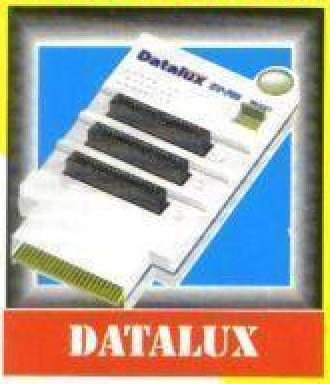

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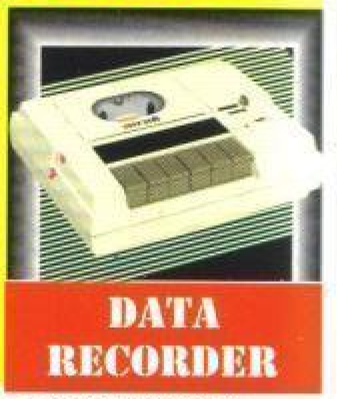

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COMMODORE FORCE

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ISSUE 3

MARCH 1993

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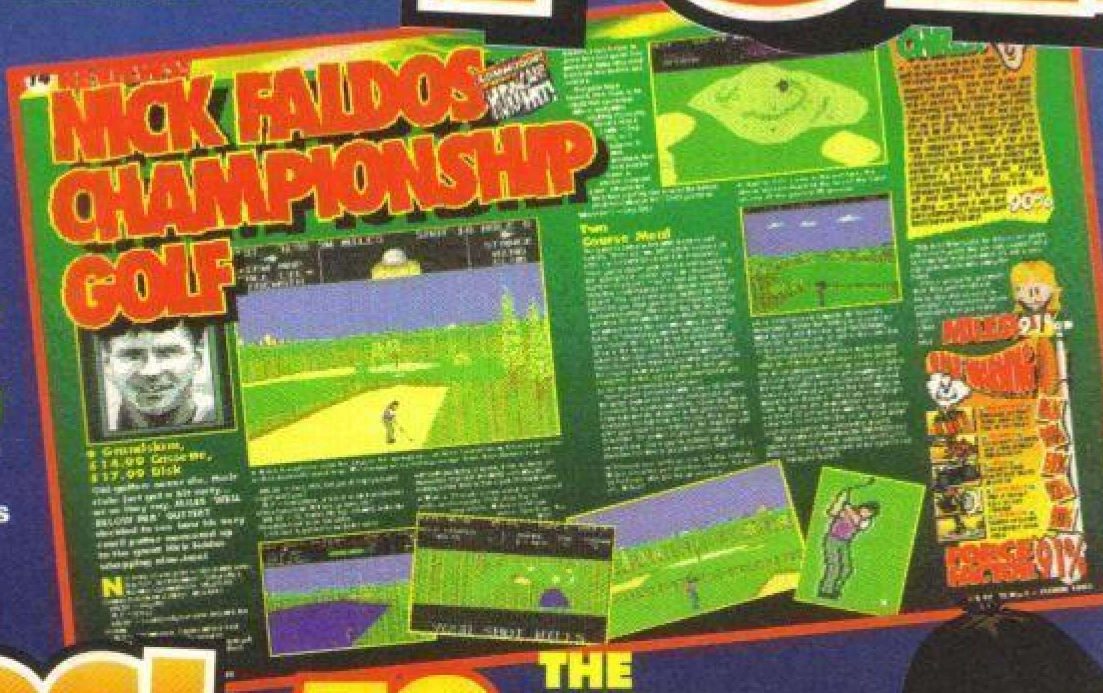
RAVE REVIEW OF THE MONTH
We go ga-ga over Grandslam's great golf game.



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Classic covertape killers! The very best in freebies.

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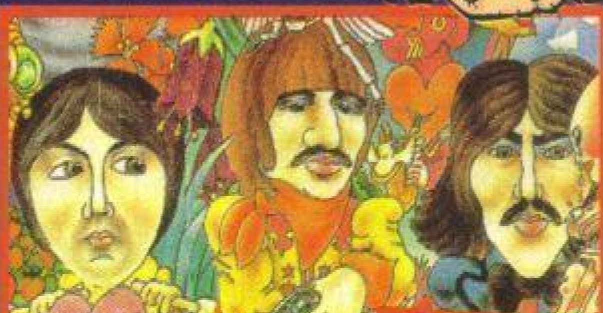

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The very best in horizontal and vertical-scrolling shoot-'em-up action! If you're big on blasters, you'd be mad to miss it.

34 **POSTER PERFECTION**
Yet more marvellous Oli Frey artwork to grace your walls — you'll soon have your very own gallery!

17 **CRAZY COMPETITIONS**
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FORCE

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This is the column that you lot write, and that old twerp with the bag ruins...

62 PUBLIC SECTOR

Remi Ebus is back with oodles and oodles of dazzling demo disks. You'll really believe that a C64 can fly...

64 FORCEFIELD PLAZA

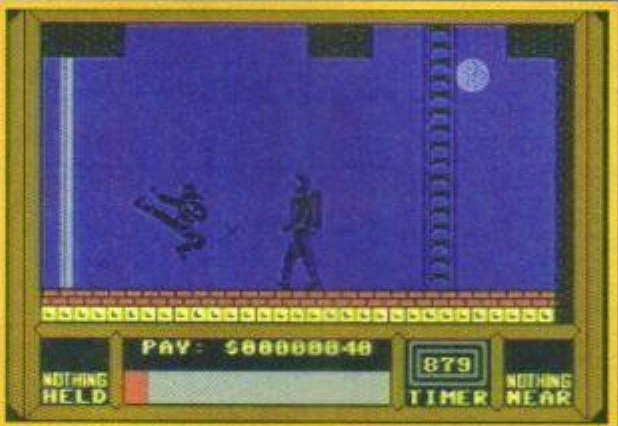
A great way to spend that Christmas dosh — remember, we can get you ANY game that isn't deleted.

66 NEXT MONTH

More of the same, with loads more rave reviews, really cracking covertapes and wicked terrific tips!

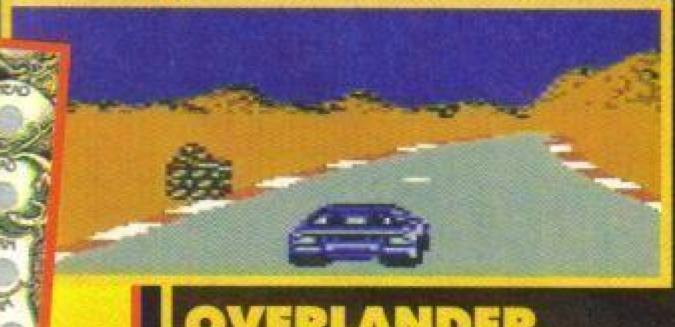
REEL ACTION

Another epic pair of cranium-crushing covertapes! There's ace racer *Overlander*, *Arkanoid*-clone *Batty* and *Saboteur 2* — which contains just about every other game-style! Except adventures, which are represented by *Shards Of Inovar*...



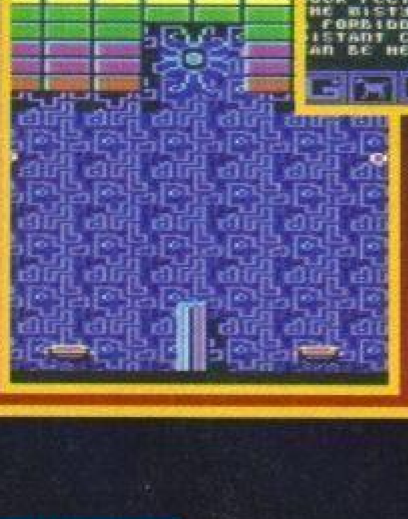
SABOTEUR 2

Another amazing game, this time a platformy-arcade-adventury-shoot-'em-up-cum-beat-'em-up! Well they say variety is the spice of life...



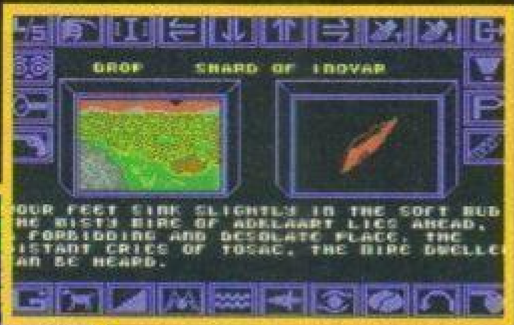
OVERLANDER

Great driver that'll have you burning rubber 'till way past midnight!



BATTY

The first and arguably best *Arkanoid* clone — it'll drive you... no, we're not going to do it — that gag's too sad even for us!



OUR FEET SINK SLIGHTLY IN THE SOFT MUD
HE MISTY MIRE OF ADELAART LIES AHEAD,
FORBIDDING AND DESOLATE PLACE. THE
ISTANT CRIES OF TOSAC, THE MIRE DWELLE
AN BE HEARD.

SHARDS OF INOVAR

Epic adventure from the almost-legendary Clive Wilson! Gripping graphics and polished plot make for an ace adventure...

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag — created by: Europress Impact, Ludlow, Shropshire, SY8 1JW.

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COVER BY Oli 'Carravaggio' Frey

WHAT'S H

HERE ARE THE ED LINES

I'm as mad as a monstrously mental March Hare this month, readers. Spring has sprung, the sun is shining, my goatie beard has made a belated (bleated?) come-back and the C64 scene is, well, if not as buoyant as ever, then certainly still thriving!

Commodore finally bundled the curvaceous C64 with a disk drive just before Xmas, and put it on sale for the very reasonable price of just £150 (while stocks last...). Praise be! For now our little 8-bit buddy is finally set to give the 8-bit consoles a real run for their money. I wonder just how many C64 packs *did* sell last Christmas?

On the software front things are looking up, too. We're still waiting for a finished version of *Lemmings* to arrive, but our friends at Alter Developments in Holland assure it won't be much longer. Here's hoping!

Meanwhile, life goes on in the Commodore Force office. Ian's hyperventillating at the prospect of his girlfriend moving in with him (she must be madder than me!), Chris is as chuffed as a very chuffed person indeed to be receiving more tips per week than Corky did in the whole time he was here, and Miles... what can I say? He's still as nutty as a squirrels doings only his hair's a bit cleaner. In fact, he's lumbering around looking like an extra from a Silvikrin advert!

Ah well, on with the issue. I think I'll retire to my little rubber room for a while now and leave the rest of the team to it. It's nice and quiet in there, and there's no danger of those nasty purple fribble querts popping up up and awaaay, in my beautiful brass aquarium... (normal service will be resumed as soon as the Sunny Daze Sanitorium deem it wise!)

West Bishes,

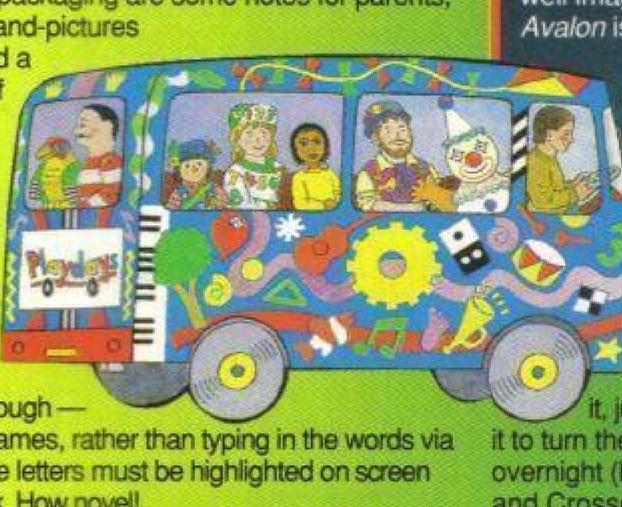
Steve

Steve

ALTERNATIVE EDUCATION

Alternative Software (in conjunction with the BBC) have released an educational package based on the TV show *Playdays*, aimed at the 3-to-8 age group. The game includes several programs designed to tax the very vista of your child's intellect.

You're led through the game by one of the *Playdays* characters, who gives instructions as you go. There are thirteen sections in all, from the heads-down slog of the spelling and counting tests to the fun, Fun, FUN of Treasure Hunt and Snap. Also included in the packaging are some notes for parents, a set of words-and-pictures matchcards and a preview copy of Aunty Beeb's *Playdays* magazine.



Graphics are basic and blocky, but nevertheless colourful and friendly. A strange quirk though — in the spelling games, rather than typing in the words via the keyboard the letters must be highlighted on screen using the joystick. How novel!

Parents could do worse than splash out on it, just don't expect it to turn the kids into nuclear scientists overnight (but it plays a mean game of Noughts and Crosses)…

IF YOU CAN' MODEM!

Imagine a role-playing game that really let you immerse yourself in it's world… one where you can do virtually anything you like and not just battle your way through pre-stocked dungeons or solve ready-made mysteries… one in which several other people played simultaneously, so you're not just playing against the computer… well imagine no more, 'cos *Avalon* is here!

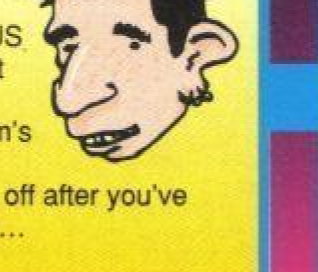
Ava
the legen
"I am going a long way
To the island-valley of A
Where falls not hail, or rain, or
Nor ever the wind blows loudly
Deep-meadow'd, happy, fair with o
And bowery hollows crown'd with s
- Tennyson

Set in the dark ages, *Avalon* has no scenario as such. You play a citizen of

WHO'S PLAYING WHA

● WHICH GAMES DID THE COMMODORE FORCE TEAM USE AS EXCUSES FOR MISSING THEIR DEADLINES *THIS* MONTH?

STEVE SHIELDS



● At last! One of my all-time favourite C64 games has just been bettered. Having played US Gold's *Leaderboard* for the best part of a decade, I was nearly doing back-flips over Grandslam's *Nick Faldo*. Slick, quick and accurate — you won't get peed off after you've teed off, and that's FOUR! sure…

IAN OSBORNE

● There's no doubt about it — the cream of this month's crop has to be *Nick Faldo's Golf*. This corker could hold it's own in any company, though as it happens it didn't have much competition — everything else has either been a massive disappointment or not as good as it should've been!

PPENING?

EAT 'EM,

one of three cities, each with it's own politics and culture — as in real life, where you go from here is entirely up to you. You can join one of the great guilds and learn a trade, make your fortune as a merchant, or indulge yourself in one of the many quests on offer — *Avalon* is steeped in mythology, and there's plenty to excite the would-be adventurer!

Avalon is playable via a modem at two sites, London and Sheffield, and can be contacted on; 071 928 0808 and 0742 671 671 respectively. New callers receive five hours free playing time.

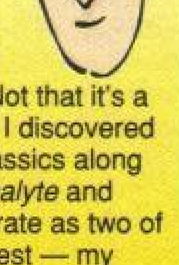
Those without modems can go to the London offices and play on directly-connected terminals.

For further information contact: **Avalon Europe Limited, The West Wing, 5-11 Lavington Street, London SE1 0NZ** or phone 071 928 2956.

MILES GUTTERY

● If you like to be seen on the green but don't want to travel a 'fair way' (geddit) there's nowt better than *Nick Faldo's Championship Golf* to tee off with. Other than that, *Stuntman Seymour* from the *Superstar Seymour* compilation was rather chuffsome. Take your pick!

CHRIS HAYWARD



● Having waded through 50 shoot-'em-ups this month, my eyes can no longer focus on the world around me. Not that it's a bad thing, as I discovered some true classics along the way. *Armalyte* and *Salamander* rate as two of the all-time best — my fevered fingers have never had so much joystick satisfaction.

YES, IT'S TRUE!

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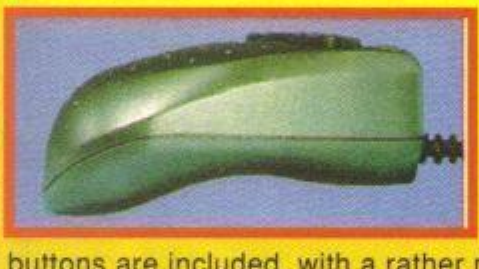
MASTERBLASTER MAYHEM!

MEET CHRIS AND GABY! CHALLENGE BEN THE BOFFIN! BE A TV STAR FOR A WHOLE WEEK!

A LOAD OF BOLLISTICKS?



Now we've seen everything! Joysticks that look like tortoises, hand grenades, bugs, handlebars; you name it, we've seen it. Now Cheetah have surpassed themselves in creating a stick that looks like a boomerang, but would it come back if you threw it? And would you want it to anyway?

Bollistick is a curious name for the device, as it's actually driven by a console-style joypad. Two fire buttons are included, with a rather nifty auto-fire function thrown in for good measure.

The problem with such a strongly ergonomic 'stick' as the *Bollistick* is it's difficult to make it the right size to fit everyone's hands. Most of the team found it very comfortable, though a couple felt there was too little in their palms (depends what you're used to, I suppose! — Ed). As they could only make one size, we suppose they got it about right.

Naturally, the proof of the pudding is in the pounding — how does the *Bollistick* measure up against your old stick-and-button machine? We didn't enjoy using it for shoot-'em-ups as it just wasn't instinctive enough for our tastes, but it's ideal for *Dizzy*-type arcade adventures — you forget you're holding it! The bottom line? Well, none of us felt the need to trade in our joysticks, but the choice is yours. The *Bollistick* won't be to everyone's liking, but it's good at what it does — check before you cheque.

BASKET CASE

Williams, those ball-breakers, uh hum, sorry, ground-breakers in the pinball industry have a novel new offering for you to pump ya pennies into. *Hotshot Basketball* is based on the home game HOT SHOT. This odd looking machine resembles a pinball machine with a basketball attachment stuck in the middle of the play area. Instead of the flipper belting a ball-bearing around the table, it flicks a basketball up in the air, the idea being to score a basket!

A specially-written soundtrack pounds along as you play, and there are five different games on offer, namely *3 Point Line, Hot Shot, Repeat-A-Shot, Around The World* and *Pushback.*

'All the excitement of pro-basketball action', boast Williams. Hmm! We're not so sure it's the most accurate representation of the sport you're ever likely to see, but we're sure pinball wizards and flipper fanatics will find it a blast — and a change from endless bonus traps, etc.

COMPOST CORNER

Who's won what over the last few issues? Find out here if you're a lucky punk!

MARTIAL ARTISTS

Thirty copies of Ubi Soft's superior *First Samurai* go to the following — watch out for the postie kickin' your doors down soon!

Ray Brown, Blyth; Gary Brotherton, Rode Heath; Kevin Staley, hasland; Dave McNally, Ryhope; A Cooper, Poolfields; A J Harley, Bargoed; Brian Frame, Heaton; P Bush, Stratford; P Matthews, Blackpool; Itevan Bingham, Sheffield; Jazmin Edgar, Ashington; Ian Edwards, Long Eaton; Lian Walker, Hutton Cranswick; Roger Williams, Hull; Stuart Scattergood, Deeside; Karen Taylor, Stevenston; Brian Pay, Dartford; Dominic Lain-Rodgers, Mile Cross; Stephen Lamb, Stevenage; Mark Sutherland, Thurso; George Stark, Springboig; Paul Fitzpatrick, Tallaght; Ram Pillai, Hithergreen; Carl Amstrad, Brighton; Trevor Fitch, Bayston Hill; S Cleverley, Gedling; Robert Kimberley, Strechford; Thomas Hanratty, Musselburgh; Richard Barker, Willenhall; Neil Walshaw, Haverigg.

YOU'VE BEEN BOOKED!

The winner of the phab Philips 'Book' TV is: J Pullar of Eltham. Congratulations, J, come on down!

WELL BULLY FOR YOU

Super, smashin', great. A Bullseye Dartboard Game, copy of 501 Great Goals video & *Bully's Sporting Darts* Computer Game go to the following:

Rob Bowker, Exeter; S J Buckingham, Plymouth; R Horton, Farnborough; Steve Bloomfield, Rugby; Brian Harrison, Washington; S Hilditch, Newton Heath; Mark Wilson, Burton-On-Trent; Lee Bettam, Birmingham; M A Farbrace, Lichfield; Steve Billing, Plymouth.

25 x Runners Up all receive a copy of the super, great, smashin' game:

Pete McCann, Belfast; G Bell, Woodley; H L Pugh, Sheffield; Darryl Marshall, Boscombe; G K Blount, Leicester; J Barker, Darlington; Michael Smith, Sunderland; Richard Williams, Wallasey; Terry James, Kingstanding; Westley Trask, Great Barr; Jonathan Teale, N Humberside; Billy Sweet, East Bowling; Philip Fisher, Pochlington; Leslie Smith, Oldham; C J Dickerson, Ipswich; Martin Peek, Walthamstow; G Going (Gone? — Ed), Plymouth; Daria Grayson, Winsford; L Bickerton, Ditton; Robert Tillotson, St. Albans; Stuart Williams, High Ercall; A McTiernan, Purley; J W Pummell, Brentword; Louis Tinlay, Strabane; Paul Cantrell, Stockport.

HE BIG BREAKFAST MASTER BLASTER MAYHEM

OFFICIAL ENTRY FORM

NAME..

ADDRESS...

....

TELEPHONE...

AGE...

(IF YOU ARE UNDER 18 PLEASE GET A PARENT OR GUARDIAN TO SIGN HERE)

■ I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG BREAKFAST MASTER BLASTER MAYHEM CONTEST AND AM WILLING FOR OUR FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED IN PLENTY OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS!)

SIGNED..

RELATIONSHIP TO ENTRANT (EG: FATHER) ....

■ TIE BREAKER: (COMPLETE IN NO MORE THAN 15 WORDS) ME AND MY FAMILY SHOULD BE ON THE BIG BREAKFAST BECAUSE...

■ **QUESTION ONE**

THERE IS A MASTER BLASTER SECTION ON THURSDAY'S BIG BREAKFAST AT 7.45AM — WHO PRESENTS IT?

☐ BEN THE BOFFIN
☐ NIGEL THE KNOW-ALL
☐ HARRY THE HACKER

■ **QUESTION TWO**

MASTER BLASTER IS SOMETIMES PRESENTED BY ZIG AND ZAG ON MONDAY'S. WHO ARE ZIG AND ZAG?

☐ COMPUTER GAME PROGRAMMERS
☐ FOOTBALL SUPPORTERS
☐ ALIENS FROM THE PLANET ZOG

■ **QUESTION THREE**

WHICH ON OF THE FOLLOWING IS NOT A BIG BREAKFAST FEATURE?

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☐ GUESS THE MESS
☐ THE CRUNCH

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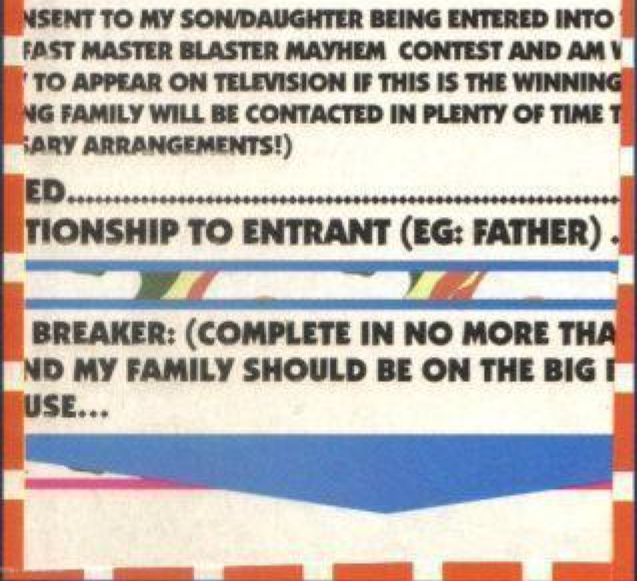
REEL ACTION

Baddie bashing, problem solving, road racing, bat 'n' balling — you name it, we give it to you! So let's get down to some REEL ACTION…

Not only do we bring you the best C64 magazine in the entire multiverse, we also slap on a couple of devilishly-good tapes to add flames to the sweltering saucepan! All novels start with an introduction, and as COMMODORE FORCE is a best seller here's our own particular preface…

Occasionally a hasty reader loads up the covertapes and becomes angered when he can't get a game or program to work. After throwing the tape in an old Jiffy bag (complete with aggressive letter condemning COMMODORE FORCE) he mails it pronto — then the feint recollection of tape instructions slowly emerges! After tentatively flicking through the mag, he happens upon REEL ACTION. The dumb git made a fool of himself, and after a few minutes reading the problem was sorted. Heed the words of Confucious Heyward and read the instructions BEFORE eagerly writing unhappy remarks.



FICIAL ENTRY

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RESS………………………………

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TIONSHIP TO ENTRANT (EG: FATHER) .

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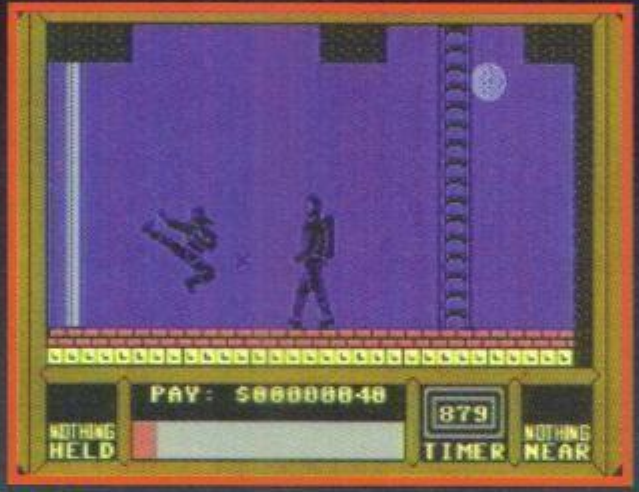
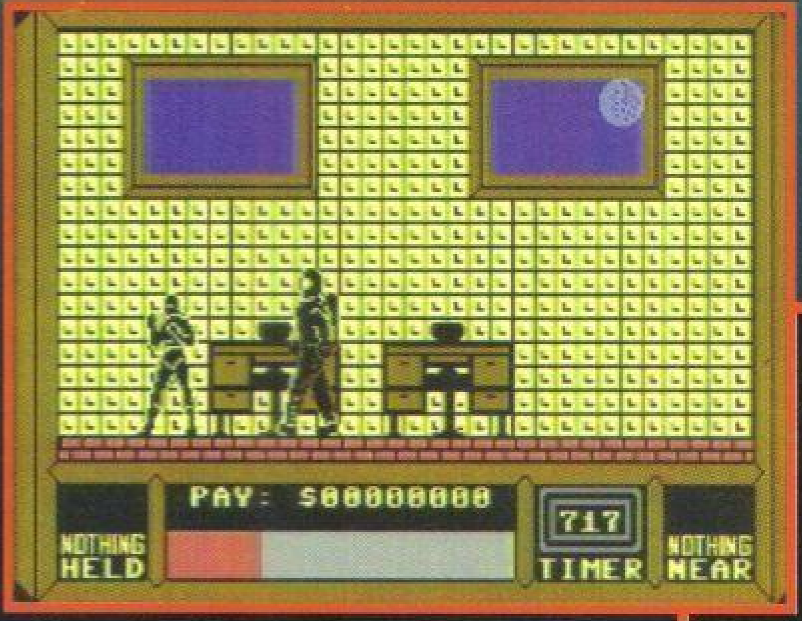
SABOTEUR 2

● Prism Leisure



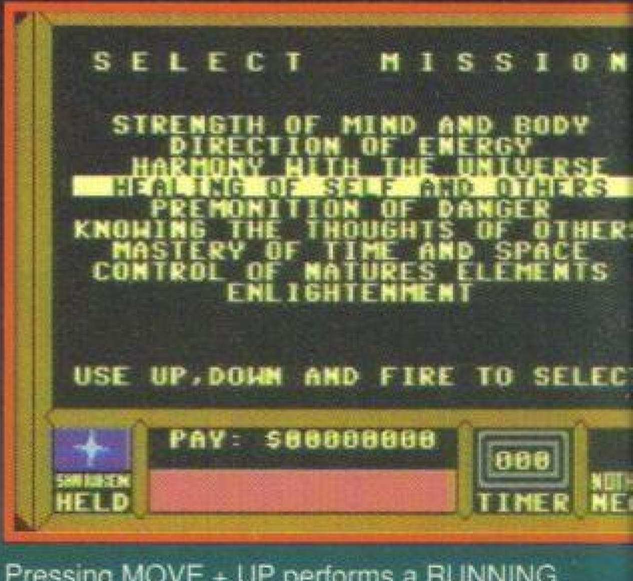
Who says women are the weaker sex? It's not often you see a game where the leading character's a woman, so *Saboteur 2* comes as a real breath of fresh air! You play a beautiful female ninja (getting pre-occupied with her looks are we? So much for anti-sexism — Dep Ed) who's sleek, elegant and punches your lights out without thinking. Her brother was fatally wounded during a daring mission (the first *Saboteur* outing) and she feels it her duty to right all that's wrong, avenge her brother's death, walk little old ladies across the road and make sure the trains run on time. Or something.



Your primary objective is to defeat an evil dictator's world-domination plan by redirecting the course of a nuclear missile. This involves finding a punched computer tape which is used to alter the missiles flight path. The mission begins with a hang glider ride into a high security complex — locate and retrieve the computer tape and escape via motorbike through the only available exit tunnel. You need every sinew in your body and every weapon at hand. Why? Because the entire area (over 700 screens!) is patrolled by androids, bats and deadly black pumas!

CONTROLS

]	Joystick UP	CLIMB UP or KICK if still
?	Joystick DOWN	CLIMB DOWN or DUCK if still
S	Joystick RIGHT	MOVE RIGHT
A	Joystick LEFT	MOVE LEFT
SPACE	Joystick FIRE	THROW, USE, TAKE object or PUNCH.



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SELECT MISSION

STRENGTH OF MIND AND BODY
DIRECTION OF ENERGY
HARMONY WITH THE UNIVERSE
HEALING OF SELF AND OTHERS
PREMONITION OF DANGER
KNOWING THE THOUGHTS OF OTHER
MASTERY OF TIME AND SPACE
CONTROL OF NATURES ELEMENTS
ENLIGHTENMENT

USE UP,DOWN AND FIRE TO SELEC
```

Pressing MOVE + UP performs a RUNNING JUMP, while MOVE + PUNCH executes a FLYING KICK.

THROW + UP or THROW + DOWN aims your throw.

Press TAKE when there's an object in your NEAR DISPLAY, and it becomes HELD.

FIRE drops you from the hang-glider.

UP allows you to climb onto and start the MOTORBIKE, providing you are standing next to the seat and facing the same direction as the bike.

UP or DOWN when you are standing in the centre of a LIFT starts it moving.

USE operates the control terminals.

SHARDS

● The Guild (author Clive Wilson)

Every winter for centuries, a plague called the Nagroma ravaged the land. This narked the Elfin race, so they created an Elfstone called the Inovar which had the power to raise a barrier known as the Cairnrue against Nagroma. Varwield Arthemin had the job of raising the Cairnerue in Winter and lowering it again in Spring, allowing rain to fall on the land.

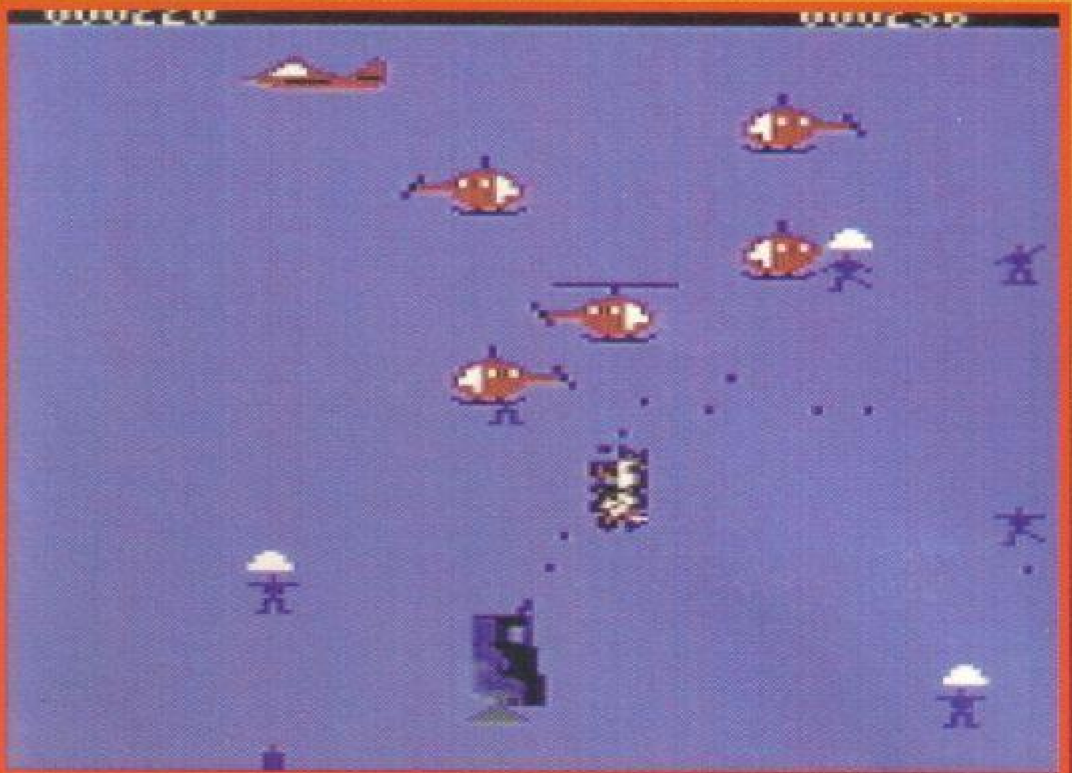
In his old age, Arthemin went a bit loopy and tried to pinch the Inovar from its resting place in the chest of Kiron. A scuffle ensued, and a shard was split from the Inovar — Arthemin managed to drain much of its power! The shard

GROUND SNIPE

No surprises here, folks — it's rip-roaring shoot-'em-up action all the way, and we love it to bits!

You command that cute little gun emplacement at the foot of the screen. Hoards of hungry helicopters hover overhead — you must blast them out of the sky, peppering the parachutists too! Before blasting you can taylor the game parameters to your own requirements — choose rapid fire or single shots, normal or guided missiles, a mobile or stationary base, and if you're really suicidal you can limit yourself to vertical fire!

Slap your joystick in Port One and blast for your life — you've only one to play with, so look after it!



EASY LIVES

• COMMODORE FORCE's very own game tamer

It's fresh, it's exciting, and… it's back! For those daft enough to miss last month's issue (shame on you!), *Easy Lives* is a simple way to get through your fave games — just load up the program, select the game you want to beat from the main menu, and you get a whole host of cheeky cheats to be selected at will. Just move the pointer to the attributes you want to bust, click on it (or 'them' if you're desperate), and infy lives/time/ammo or whatever are yours!

Whack your joystick in Port 2 to operate. This month's ace games include the brilliant *Myth*, the equally-excellent *Hudson Hawk*, and the totally awesome *Last Ninja*, so get rippin' and have fun!

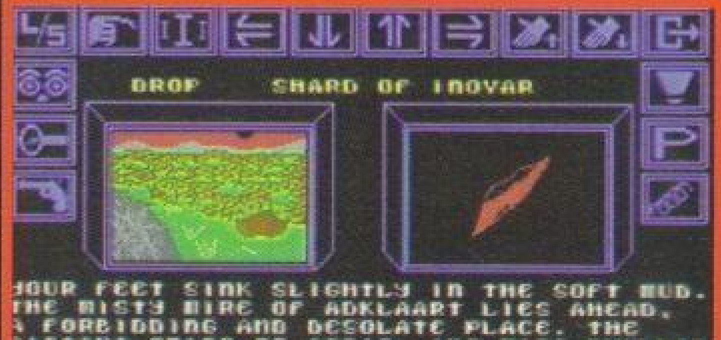
F INOVAR

was then placed on the Dais of Cairnerue, and Kiron put the Inovar safely in his chest before doing a runner. Meanwhile Arthemin locked himself in his fortress, Caernest, and sulked!

You (as Arthemin's long-suffering assistant) have landed the unenviable task of retrieving the Inovar by uttering the secret ritual of release, invoking the Ritual of Decairn in order to save the land from a fate worse than bad.

Shards is not your run-of-the-mill everyday adventure, no siree-Bob! Instead of typing your commands on the keyboard, the game's joystick-controlled by a set of icons situated around the text window, all of which are pretty self-explanatory.

Still here? Be off and load up the game you scamp, and happy adventuring!



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YOUR FEET SINK SLIGHTLY IN THE SOFT MUD.
THE MISTY MIRE OF ADKLAART LIES AHEAD.
A FORBIDDING AND DESOLATE PLACE. THE
DISTANT CRIES OF TOSAC, THE MIRE DWELLER
CAN BE HEARD.
```
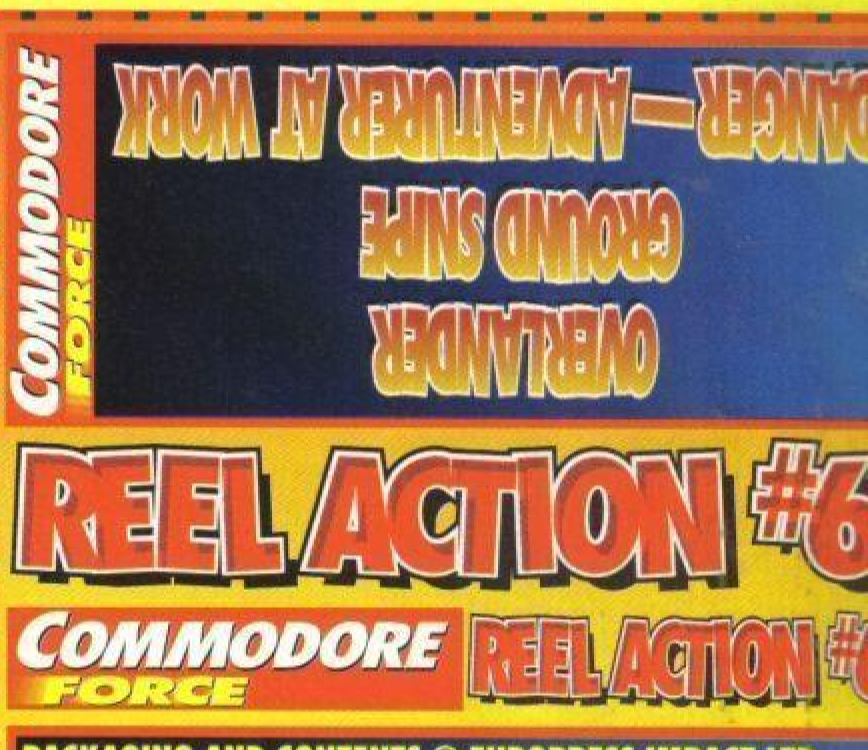

CORKING COVERS!

BEEN BUYING THOSE NATTY PLACCY BOXES FOR YOUR TERIFFIC COVERTAPES? NEED SOMETHING TO WRAP 'EM IN? LOOK NO FURTHER — JUST CUT OUT THESE CRACKING READY-MADE SLEEVES, FOLD 'EM AND SLAP 'EM IN THE BOX WITH YOUR CASSETTE! WE'RE TOO GOOD TO YOU, WE REALLY ARE…



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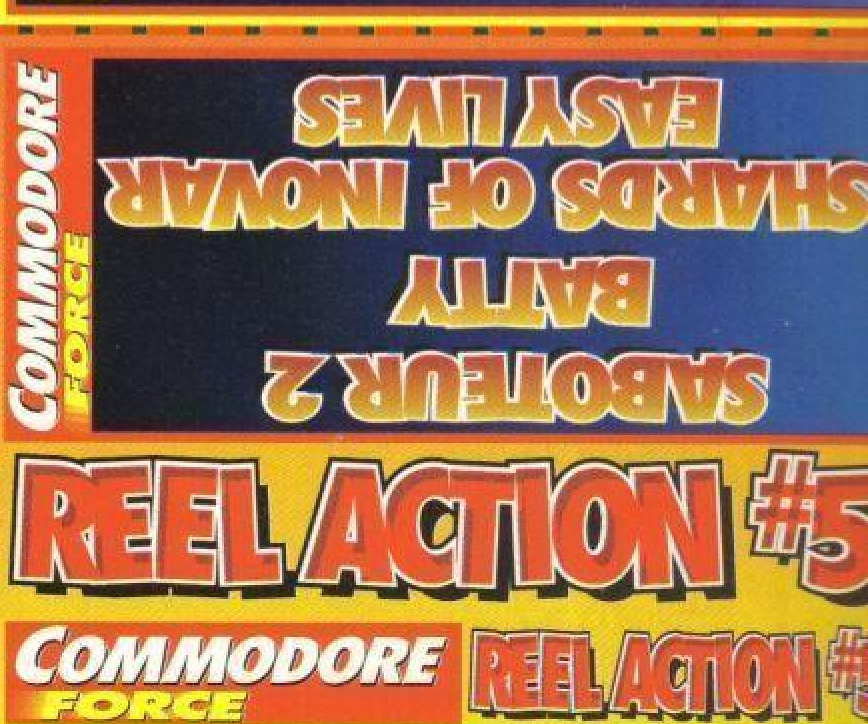

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CHEEKY CHEATS!

THIS MONTH'S CUT-OUT-AND-CHEAT SPECTACULAR'S FOR THE ACE ARCADE OPUS *HAMMERFIST*. AS YOU WERE SNIPPING THIS SNIPPET ANYWAY, WHY NOT KEEP IT INSIDE YOUR TAPE BOX?

HAMMERFIST

On the high score table, type YCY for infinite lives.

COMMODORE FORCE

OVERLANDER

Get the pedal to the metal with this ace racing blaster!

GROUND SNIPE

Curious shoot-'em-up that'll keep you playing for hours.

DANGER — ADVENTURER AT WORK

You'll need all your wits about you for this ace Simon Avery adventure!

REEL ACTION #6

TAPE INFO

Overlander
000
Ground Snipe

DAAW
000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD
We don't keep spare cassettes in the office, so don't send it back to us. All we can do is send it to Ablex anyway, so you'll only have to wait longer for your tape.

COMMODORE FORCE

SABOTEUR 2

This time it's for real... are you tough enough?

BATTY

Brilliant bat 'n' baller — one whack and you're hooked!!

SHARDS OF INOVAR

Great graphic adventure from The Guild!

EASY LIVES

Our very own game tamer!

REEL ACTION #5

TAPE INFO

Saboteur 2
000
Batty

Overlan
000
Easy Liv

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No prob
— Hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD
We don't keep spare cassettes in the office, so don't send it back to us. All we c
do is send it to Ablex anyway, so you'll only have to wait longer for your tape.

DANGER — ADVENTURER AT WORK

● The Guild (author — Simon Avery)

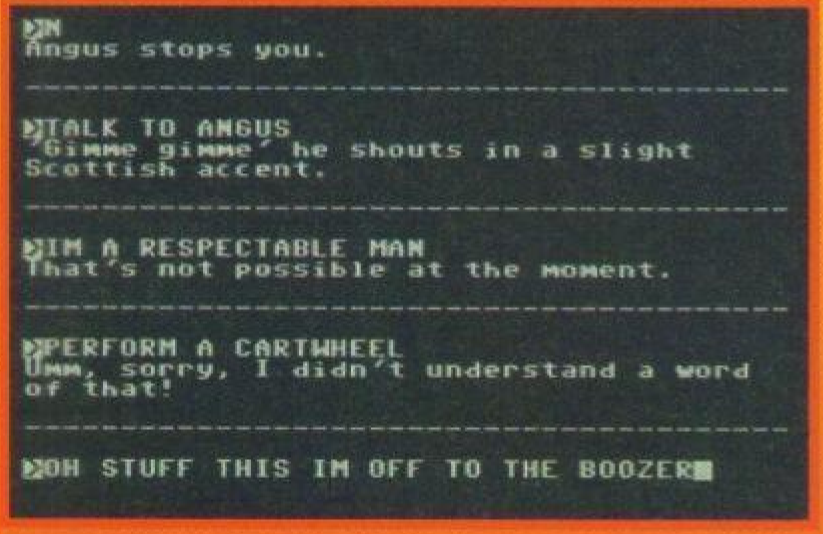
Picture the scene. There you are, waiting for your game to load and... the telephone rings! Annoyed by the interuption, you head for the phone and try to get rid of the caller as soon as possible. Alas, it's Aunt Ancient and in her usual 'irritating relative' manner she wants to know about your health, height, age and other petty, meaningless information. You're too far from the monitor to make out the loading screen, but the reminiscent game tune encourages you to finish the conversation sharpish. Abruptly, Aunt Ancient hears a dull tone and your voice mysteriously disappears. If only you and your computer could find a solitary room in which time stands still, undisturbed by outsiders... this familiar situation is recreated in *DAAW*, a text-only adventure where you strive to find that uninhabited paradise!

The usual commands can be used, (GIVE, CUT, THROW etc) along with a couple of useful abbreviations:

LOUN	LOok UNder
LOBE	LOok BEhind

Call up the verb vocabulary by typing INFO.

DAAW's a two-part game, and as you're such a great bunch of guys and gals, we've given you both parts! It's a great little adventure, full of humour and not too tricky for beginners... so what are you waiting for?



```
>N
Angus stops you.
----------------------------------------
>TALK TO ANGUS
'Gimme gimme' he shouts in a slight
Scottish accent.
----------------------------------------
>IM A RESPECTABLE MAN
That's not possible at the moment.
----------------------------------------
>PERFORM A CARTWHEEL
Umm, sorry, I didn't understand a word
of that!
----------------------------------------
>OH STUFF THIS IM OFF TO THE BOOZER
```

OVERLANDER

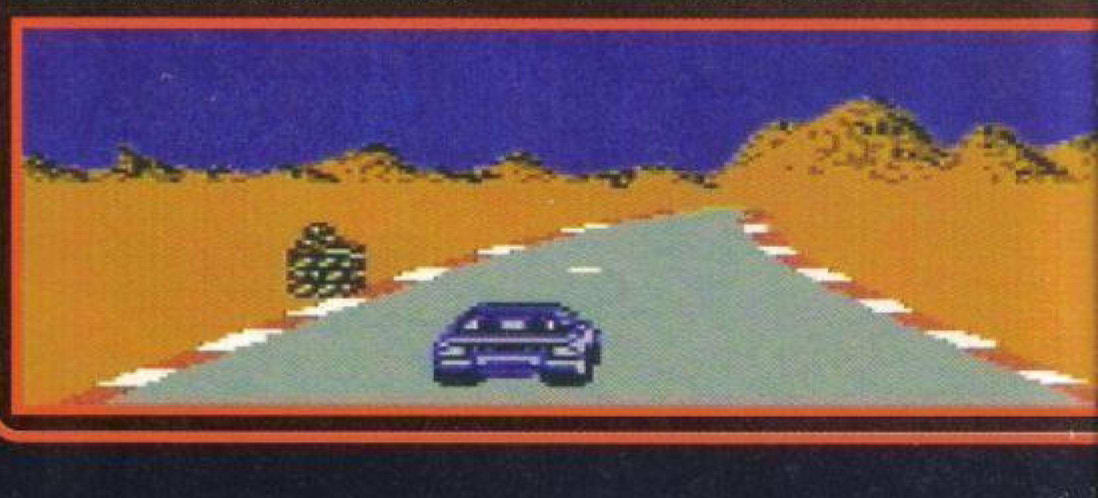
● Prism Leisure

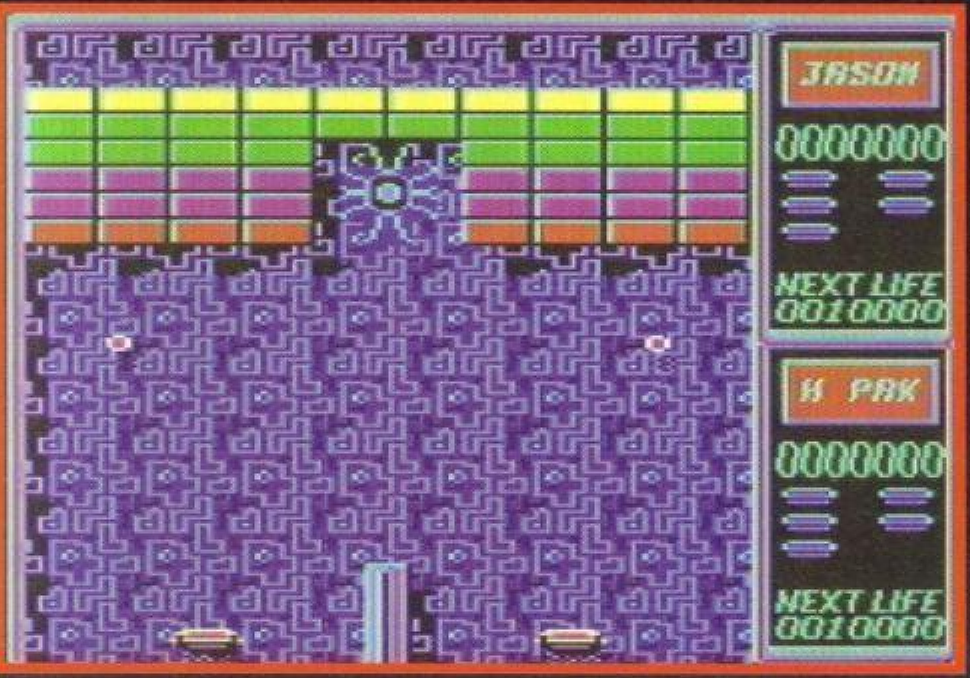
After the destruction of the ozone layer, the human race was forced underground to avoid dangerous ultra-violet rays from the sun. The world's surface is now a lawless hell — the Federation tries to keep order, but powerful Crimelords are a formidable adversary. Communication and transport between colonies would be impossible but for the 'Overlanders', mercenaries who stayed above ground living by their wits. If the price is right, they carry cargo from colony to colony in souped-up roadsters. No prizes for guessing that you play one of these Mad Max-types.

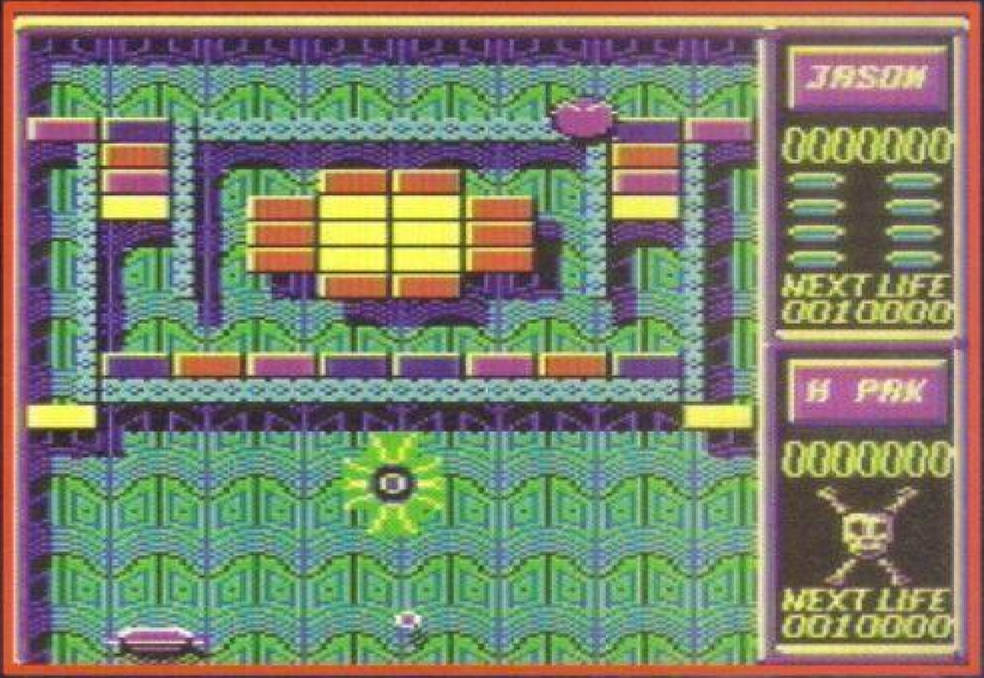
At the start of the game you get two offers, one to carry a cargo for the Federation and another for the Crimelords. The higher offer's more profitable (obviously), but the cargo's more valuable or even illegal, making your journey more hazardous. Accept the offer and you must buy fuel for your mission, and whatever add-ons for the car you can afford. The actual game's a scrolling blasterama in the style of *Roadblasters*.

Controls are straightforward:-

UP ACCELERATE







BATTY

● Prism Leisure

Batty's not a game for the mentally unstable, but a futuristic racquet-related sport. Owing much to *Arkanoid* and the old Atari *Tennis* carts, the aim of the game's to decimate a wall of blocks using a bat and a ball.

Strange creatures roam around at the top of the court, and they do their utmost to deflect your ball all over the place. If it goes out of play (ie off the bottom of the screen, *a la* Pinball), it's a life lost matey! You can even invite a friend around to partner you in the brick demolition in a frantic two player mode! Grab a joystick and get playing, because it's so addictive it'll drive you *Batty*!

Power-Up!

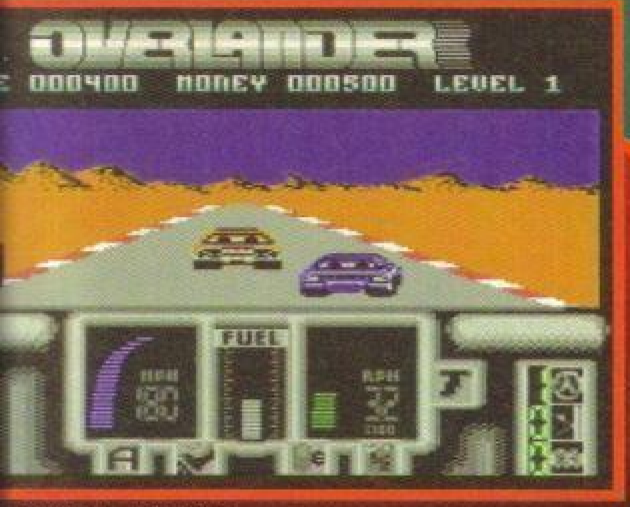
Certain blocks release special power-up icons when hit. These are;

Extend Racquet	bigger bat
Slow Ball	slows ball (quelle surprise)
Smart Bomb	destroys monsters
Hand	hold ball
Gun	shoot creatures and blocks
Extra Life	go on — have a guess!
Splitter	splits ball into three
Extra Points	more points(!)
Rocket	takes you to the next level
Fireball	ball smashes through everything

Be Careful! There's nothing more frustrating than losing a life while chasing a power-up, but that's the nature of the beast.

Controls

Joystick Port 2	Player One
Joystick Port 1	Player Two
Fire Button	Release
KEYS	
PLAYER 1	
A	Left
S	Right
Enter	Release
PLAYER 2	
{LT}	Left
{GT}	Right
Spacebar	Release



DOWN BRAKE
LEFT + RIGHT WHAT DO YOU THINK?
FIRE FIRE (OF COURSE)
SPACE OR DOWN + FIRE FIRE SPECIAL WEAPON (if you bought one).

So there we have it — keep your pedal to the metal and you're in for a rip-roaring time, but make sure you don't skimp in the garage — there's nothing more embarrassing than running out of juice mid-mission

OVERLANDER
PRICE PER UNIT 0200
UNITS BOUGHT 00
MONEY LEFT 004500
FUEL

GET A PIECE OF THE ACTION!

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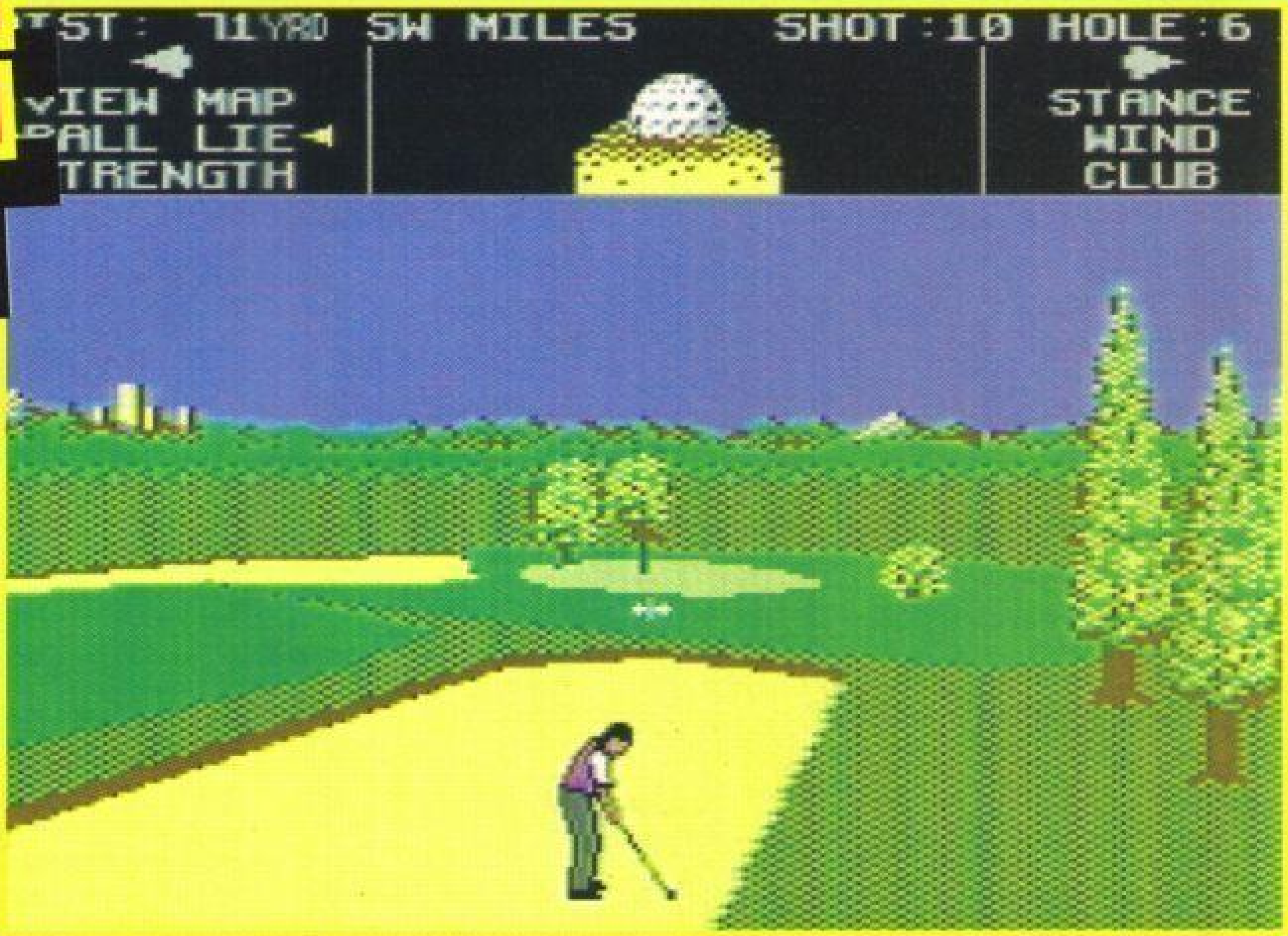
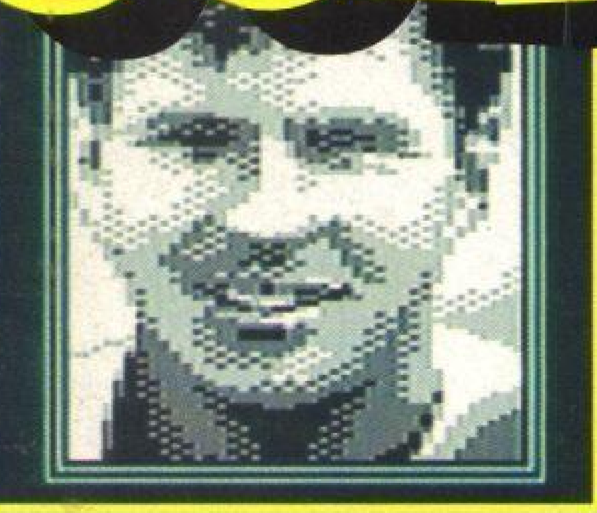
Signed..
Date ....

Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).

Send the game and coupon to; **A Piece Of The Action, Commodore Force, Europress Impact Ltd, Ludlow, Shropshire SY8 1JW**. Keep a copy for yourself too. If you want your game returned, bung in a SAE.

NICK FALDOS CHAMPIONSH GOLF


IST: 71YRD SW MILES
SHOT:10 HOLE:6
VIEW MAP
ALL LIE
TRENGTH
STANCE
WIND
CLUB



● Miles thought he was the king of the swingers... until he found himself hacking away in this dastardly sand trap. We'd suggest a pitching wedge from that distance, son!

● Grandslam, £14.99 Cassette, £17.99 Disk

Old golfers never die, their clubs just get a bit rusty... or so they say. MILES 'WELL BELOW PAR' GUTTERY decided to see how his very small putter measured up to the great Nick Faldos whopping nine-iron!

Not being an avid golfer I could do with some help here, but from whom? Golly! Who's that who's just walked in. Why it's Alf Stewart from *Home & Away*... what luck!

MILES — Hey Alf!

ALF — G'day.

MILES — I could really use some help with this review.

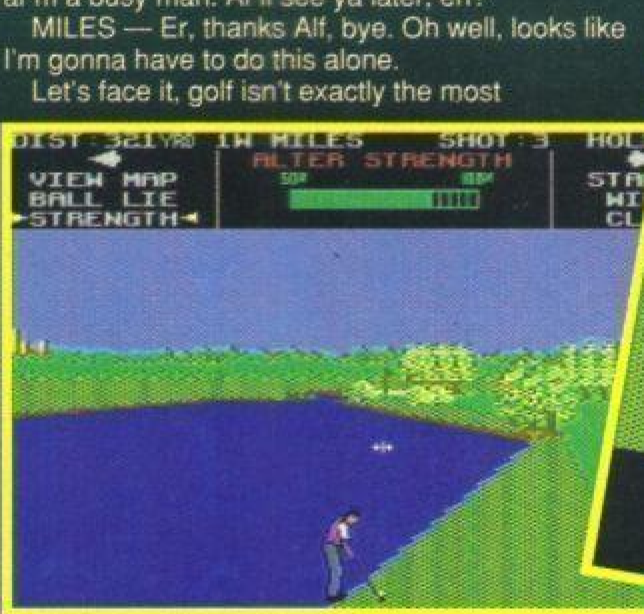
ALF — Strewth mate, I dunno what to say! Geez, if only ar'd known ar'da prepared something. Thing is, ar bin stuck on the dunny all mornin', musta bin somethin' to do with Ailsa's dodgy tucker!

MILES — I see, erm, but you do enjoy a round of golf don't you?

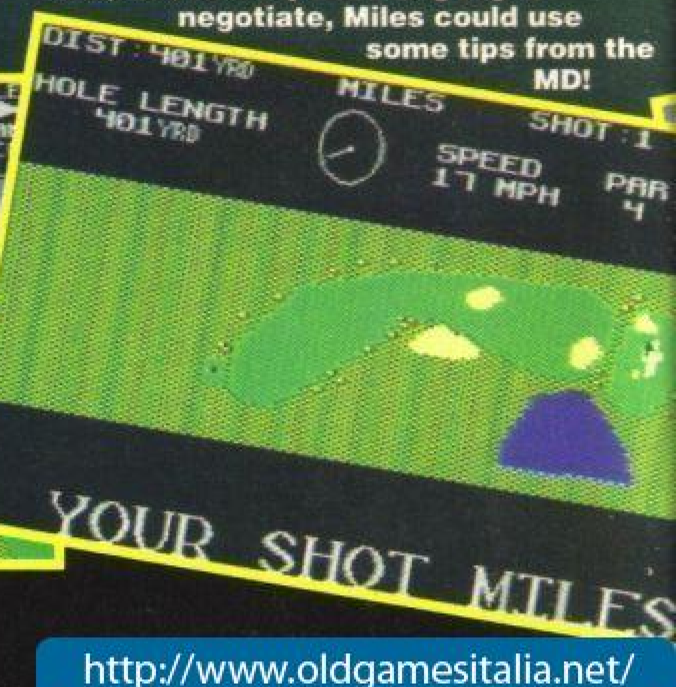
ALF — Sorry mate, ar'd love to stick around but ar'm a busy man. Ar'll see ya later, eh?

MILES — Er, thanks Alf, bye. Oh well, looks like I'm gonna have to do this alone.

Let's face it, golf isn't exactly the most adrenalin-pumping of sports. Even so there are thousands of people the world over who like nothing better than to don a pair of chortlesome

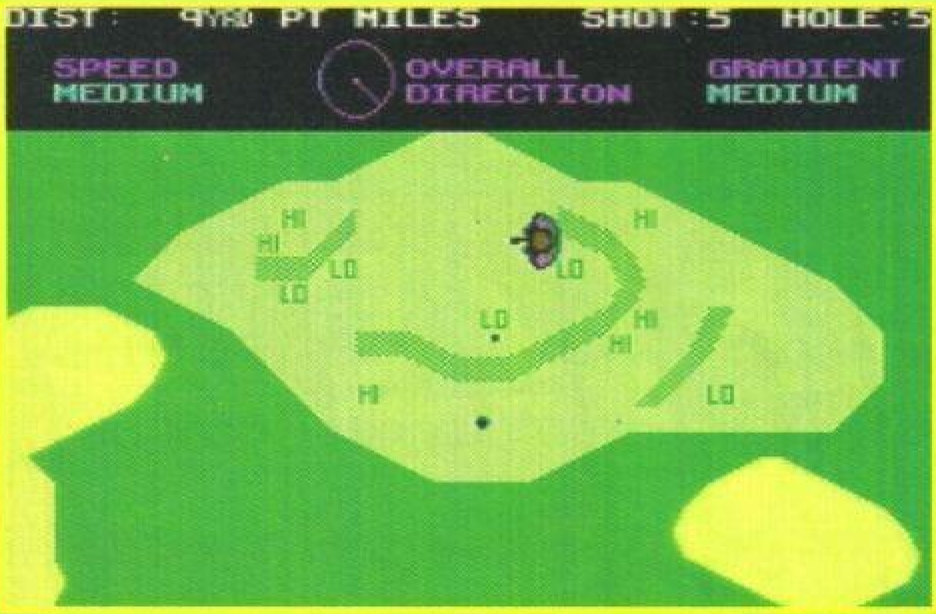

DIST:321YRD 1W MILES
SHOT:3 HOLE
ALTER STRENGTH
VIEW MAP
BALL LIE
STRENGTH
STA
WI
CL

● With a 17 mph cross wind to contend with, and a nasty little dog leg to negotiate, Miles could use some tips from the MD!

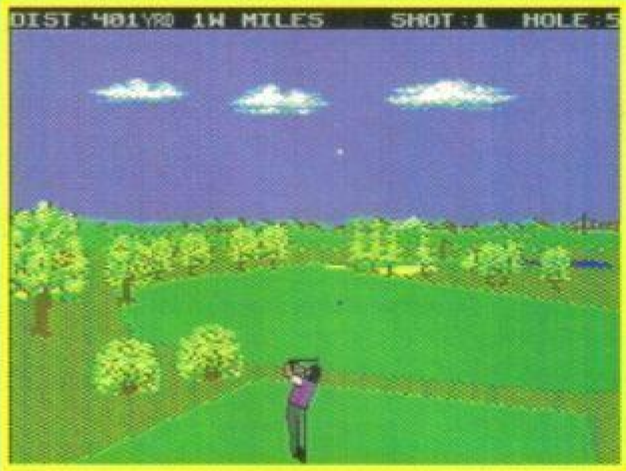

DIST:401YRD
HOLE LENGTH
401YRD
MILES
SHOT:1
SPEED
17 MPH
PAR
4
YOUR SHOT MILES

trousers, pay a fortune in green fees and spend their weekends thwacking small hard balls into bushes and sandpits.

Alongside Nigel Mansell, Nick Faldo is the only British sportsman who actually wins anything (try saying that to Lennox Lewis — Dep Ed), so I suppose it was inevitable that he'd lend his name to another computer game. What better then than a golfing sim to sport his famous monicker ('what better'? Don't you mean 'what else'? — Dep Ed)!



● **Just to PUTT you in the picture, the above screen depicts the lay of the land on one of the games 36 greens.**



Two Course Meal

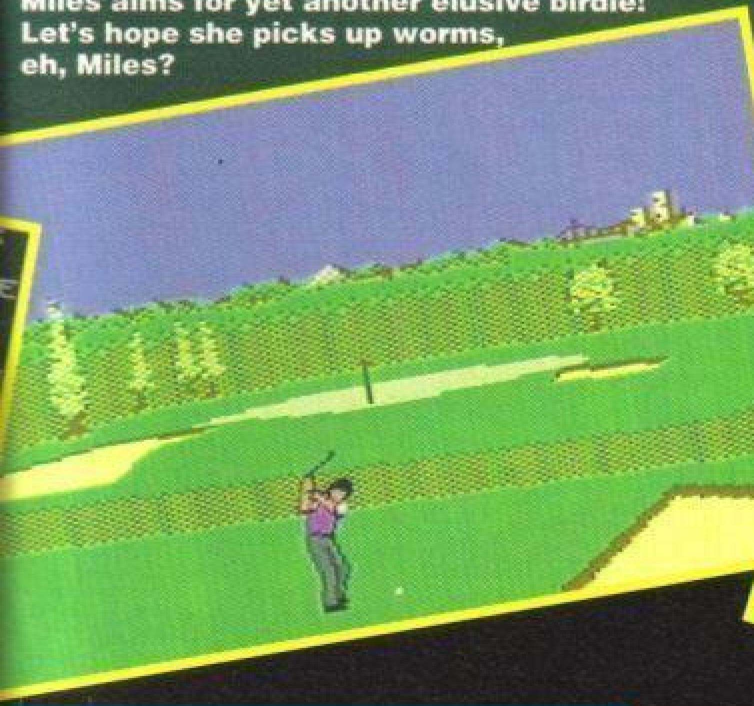
The game is jam-packed with features and options. There are two full 18-hole courses on offer, each of which is loaded in separately. Once you've made your choice and loaded up the appropriate course you can choose the number of players — up to four are available, including combinations of computer and human players. You can even go up against the man himself if you think you're up to it (or just fancy a sound beating). After selecting the players, you then decide whether you want 'matchplay', the winner being the one who wins the most holes, or 'strokeplay', where the player who goes round the course in the least number of shots is the victor. Having done all that you're taken to the club selection screen where you must choose the thirteen you wish to take onto the course. Now at last it's time to kick your caddy into action, ayrtex your underpants and go for that proverbial hole-in-one!

Here you're presented with a nice 3D behind-the-golfer view of the course, and options are accessed via a pull-down menu. Observing the lie of the ball and the distance to the green is vital to determine the right club for the job. Next you can alter your stance according to the situation and determine the power of your shot using a strength bar. Once you've diddled all your doobries it's time to play that shot. WALLOP, a piece of turf rockets towards the heavens. Nevermind. A little fine tuning to account for wind speed and direction and SHAZAMM, SPLOSH, another one to add to the collection at the bottom of Lake Splot.

There's plenty of depth here that's for sure. Wind, lie of the ball, and slope of the ground are all very important. Careful choice of club is also crucial if you want to get anywhere near the hole. Graphics are excellent and the ball looks exceptionally convincing as it wings its way into the distance. When you actually get onto the green the view switches to an overhead 2D perspective which, though not as attractive, is very effective as you try to judge your shot against the undulating ground.

Nick Faldo's Championship Golf might not appeal to all-out arcade animals but hey, it's their loss — as a simulation of the sport it can hardly be faulted.

● **Always one with an eye for the ladies, Miles aims for yet another elusive birdie! Let's hope she picks up worms, eh, Miles?**



CHRIS!

● **I've always believed that golf is right boring, but I was as refreshed as sitting under a mountain spring when this joyful sim eased itself onto the C64. There are lots of options to choose from before wandering onto the course, and once your hand grasps hold of the club it dawns on you that a finely-tuned sim awaits tee off. A knowledge of golf will help, but amateur swingers need not feel wedged in the bunker. After a few wild slices the selection of appropiate clubs soon becomes second nature. The option of up to four-player participation certainly provides some strong freindship-breaking fun. Give the hardcore blasts and platforms a day off, and join Nick for some putting — to use a sad and corny comment, it maybe golf but it sure ain't crazy!**

90%

This is definitely one for fans of the game, and even if you're like me and couldn't tell a sand wedge from sandwich it's still a very enjoyable way to wile away the hours.

If it's a golf game you want then fling your readies in Nicks direction as soon as possible. A superlative sports simulation that you really can't afford to miss!

MILES! 91%

GALE WARNING

	PRESENTATION	DETAILED INSTRUCTIONS AND A PROFILE OF OL' NICKO	86%
	GRAPHICS	EXCELLENT — PRETTY AND ATMOSPHERIC THROUGHOUT	90%
	SOUND	'SWISHY' CLUB NOISES BUT THAT'S ABOUT IT!	59%
	HOOKABILITY	THIS IS REALLY EASY TO GET STARTED	92%
	LASTABILITY	PLENTY OF ROOM TO PERFECT YOUR SKILLS	90%

FORCE FACTOR 91%

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ACE OF CLUBS

GRANDSLAM

MIZUNO
NICK FALDO

FREEBIE FORCE

GREAT GOLFING COMPO FROM GRANDSLAM!

Walking across fields with a weighty bag on your shoulders is no mean feat (ask Steve about his trek to work), and when you're in the rough with a birdie (ask Steve again) the last thing you need is for your clubs to bend like paperclips. If you yearn to raise the Ryder Cup above your bonce, pay attention — the lucky reader who wins the *Ace Of Clubs* compo will win (dum dum daa)… Nick Faldo! Yes, the man himself is yours to keep! Okay, that isn't entirely true (probably a good thing in all honesty), but you will get the next best thing. A half-set of sparkling new junior golf clubs! So if sinking hole Number One is beyond you because of the wobbly wooden sticks in your armament, don't beat the caddy on the fairway — get entering. In addition to the nifty clubs the successful entrant gets a copy of the latest Faldo video PLUS the grand Grandslam game, with further copies of the Hurricane Hit golf sim for 10 runners up. If this divine bundle triggers yer tastebuds, you'll undoubtedly want to know how to enter.

It couldn't be easier; simply decipher the following anagram and complete the tie-break question:

The highly puzzling word — **FLOG**

The ever important tie-breaker — complete the following sentence in an amusing or witty way, using not more than twenty words. **If I were Nick Faldo I would...**

Winning entries will be printed in a future COMMODORE FORCE, libel and obscenity laws permitting! Send your answers to the following address; All entries must flutter into the office before February 25th. Late arrivals will meet their death by disappearing into the vortex that is the Force dustbin, so don't delay.

LET'S GO CLUBBING COMPO,
COMMODORE FORCE,
Europress Impact,
Ludlow,
Shropshire
SY8 1JW.

COMMODORE FORCE

ACE OF CLUBS

● **Great golfing competition from Grandslam!**

NAME ....
ADDRESS ....
....
....
POSTCODE...
THAT ELUSIVE ANAGRAM SPELLS ....
IF I WERE NICK FALDO I WOULD......................
....
....

SHOOT TO

For a scrolling shoot-'em-up top 50 feature you have to adopt the right attitude, shouting phrases like 'Kick ass', 'Eat this and die' and several less dignified expletives. CHRIS 'I DON'T THINK THAT ALIEN LIKES ME!' HAYWARD steps into a starfighter and wipes it off his shoe.

1942

● Elite

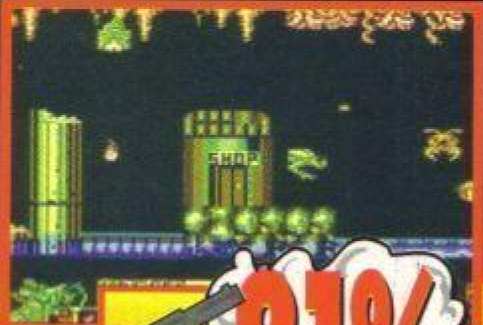
Fly a plane over war-torn areas collecting power ups and shooting incoming kamikaze pilots. An oldie for sure, but still worth a few bob.

72%

ALIEN WORLD

● Hi-Tec

Guide a demonic bluebottle (a species of fly, not a liquid container) through mutant-infested lands. With a good few levels to conquer it's certainly worth a blast.



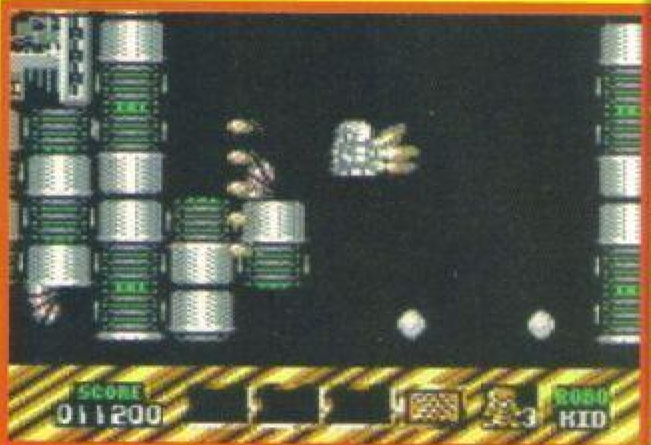
81%

ATOMIC ROBOKID

● Activision

Great backgrounds and a right royal dollop of colour result in a neat alien encounter. The sprites are big and there's some large missiles to let fly along the way.

81%



BEDLAM

● GO!

In chip shops up and down the land there's an arcade game that's over ten years old, yet people still play it. *Bedlam* would fit into any fish bar, 'cos it looks EXTREMELY dated.

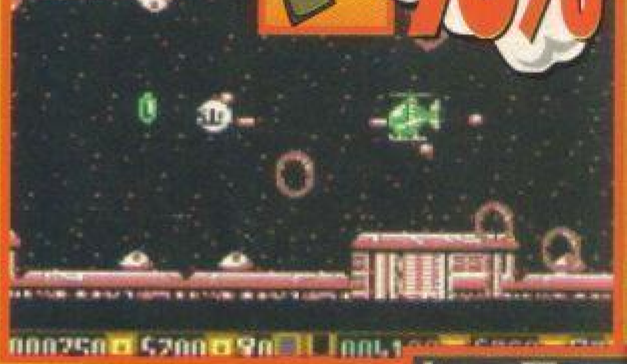
49%

BLOOD MONEY

● Psygnosis/Sizzlers

'What's this blood money?', I hear you ask — well blow away an alien and they leave coins for collection, that's the blood money! With four types of craft to master it certainly has long lasting appeal.

90%

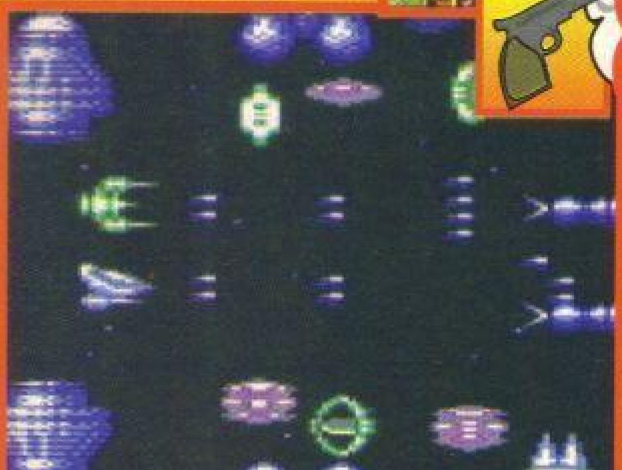


CYBERNOID

● Hewson

Pick off pirate hordes and negotiate your way through alien vegetation. A classic in it's day, it still retains every drop of playability — violently brilliant.

89%

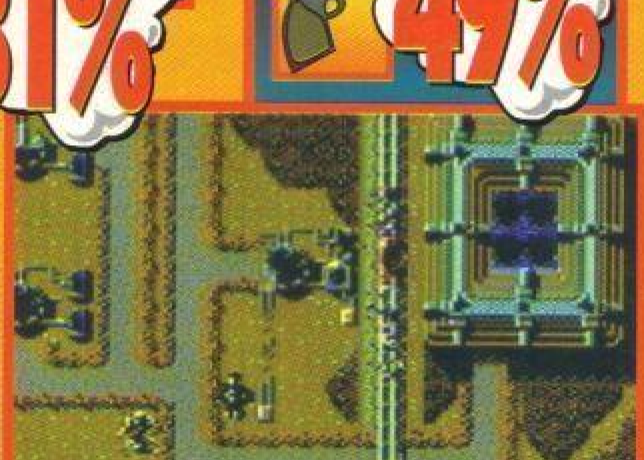


ARMALYTE

● Thalamus

Pulp 'n' eggs! This is without doubt THE best shoot-em-up EVER on the C64! Superb action, thumping sights and sizzling sounds all packaged together with erupting gameplay. This is a stunner — miss it and rot!

97%



BLACK HORNET

● Hi Tec

My only criticism of *Black Hornet* is that not much happens; you can easily glide along without seeing a single nasty, and the bullets are inclined to blend in with the colour-clashing scenery. Still worth a pull on your joystick though.

78%

CYBERNOID 2

● Hewson

Be it books, movies or computer games, sequels are usually poorer than the original. This doesn't apply to *Cybernoid 2*. The first outing was hot, this is just scorching.

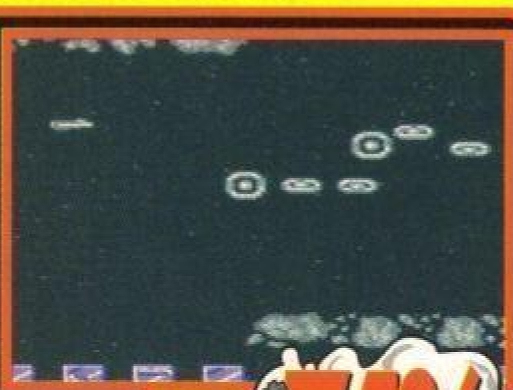
THRILL

IT TAKES TWO, BABY...

Some of the best shooters around feature simultaneous two-player modes — why attack alone when you can blast with a buddy? Games that allow two bods on the screen at once get the tasty two-shooter icon; the rest can make do with a one-shot.

DELTA

● **Thalamus**



Missing a power-up proves fatal in this above-average nuker. 32 levels, plenty of variety and foot-stomping music; what more could a humble gameplayer want? A scantily clad lady offering her last Rollo perhaps?

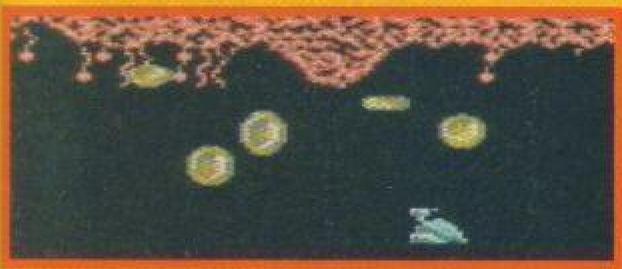
74%

DNA WARRIOR

● **Artronics**

Nothing particularly unique, and the craft moves slower than it should. Fun all the same, and keeps boredom at bay.

73%



91%

DRAGON BREED

● **Activision**

Annihilate alien hordes while sitting astride a large flying dragon. This features some great opponents but it's let down by the long restart points and continuous reloading. Not quite hot enough to melt the icecaps, but satisfaction's assured with every go.

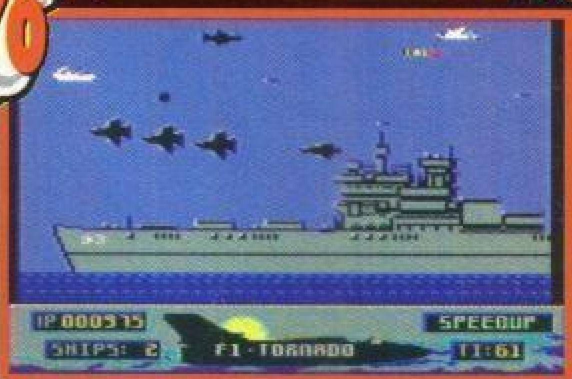
79%

DROPZONE

● **US Gold**

Here's the grandad of the collection — believe it or not, it's over seven years old! Surprisingly it retains all it's playability, looking like a cross between *Jet Pac* and *Defender*. Nostalgia freaks will be flipped out of their box!

74%



F1 TORNADO

● **Zeppelin**

A straightforward military assault, simplistic but demanding — completing the first level alone needs precision-placed manoeuvres. Try it. You might like it!

81%

FLYING SHARK

● **Firebird**

Prepare to blow your brains out with frustration, because this is difficult — full stop! Everything else is great; graphics, sound, presentation, etc. but get ready to shout loudly as you die for the umpteenth time.

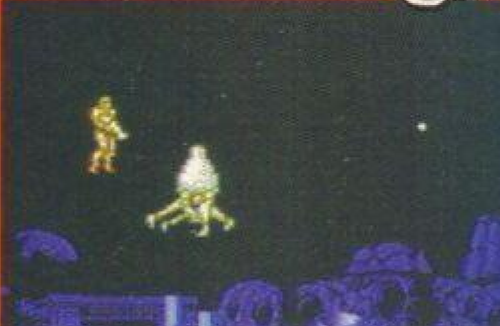
60%

FORGOTTEN WORLDS

● **US Gold**

Mastering the controls is half the fun in *Forgotten Worlds* and woah, do they need mastering. It received (and deserved) heaps of praise when first released, and I'm glad to say it still earns it.

92%



GEMINI WING

● **Mastertronic/Reel Action, Issue 1**

Some of the backgrounds look rather tacky but never-ending waves of nasties keep you glued to the screen. The music's good but sound effects would have been more suitable — explosions don't have the same effect without teeth-grinding sonics (if you haven't got it already, grab a copy of COMMODORE FORCE issue 1 from the *Forcefield Plaza*. It's worth the asking price for *Gemini Wing* alone — Ed).

70%

IO

● **Firebird/Zeppelin**

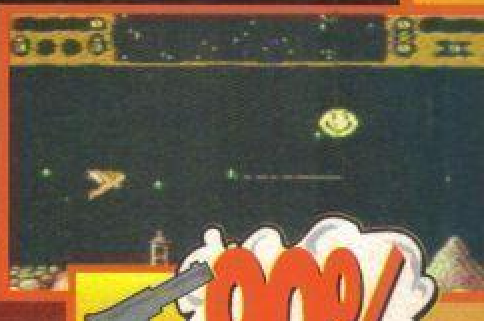
Abominations appear by the sack-full in this skull-splitting beauty of a game. Billed as 'The Ultimate Horror', it ain't horrific, it's blood-curdlingly smart!

82%

INSECTS IN SPACE

● **Hewson**

I hate wasps! In my wasted days as a youth I used to put the little stingers in a jam jar and drowned them. In space, the insects require a throatful of lasers instead. This is a fairly old *Defender* clone, but not at all ancient. Class stuff.



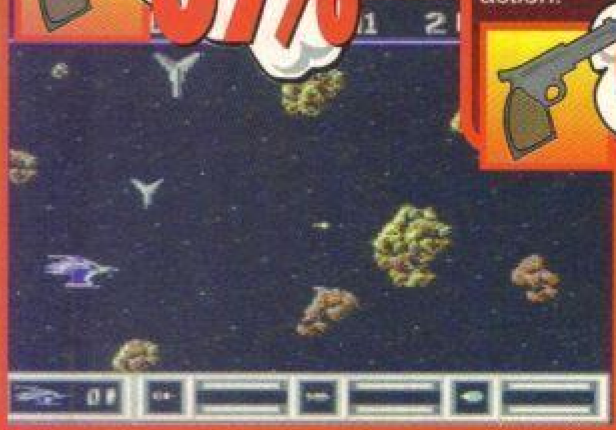
90%

IRIDIS ALPHA

Hewson/Llamasoft

Unavoidable hookability and a dab of strategy secure it's place among the best. Great gam

89%

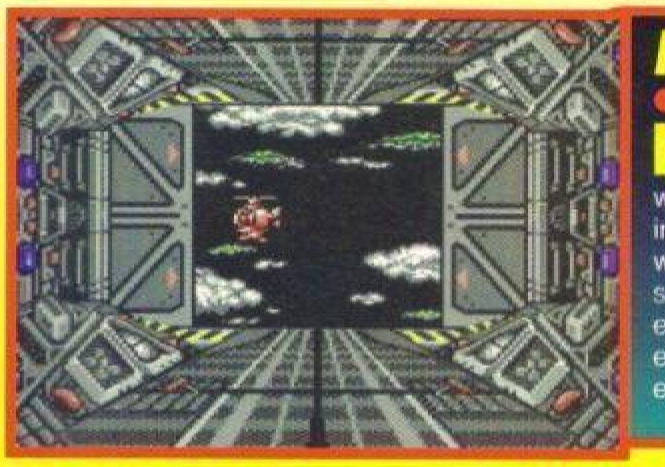


KATAKIS

Rainbow Arts/GO!

What it lacks in originality (a blatant *R-Type* clone, official licensees Activision took out a court injunction on it) it makes up for in outstanding lastability. Superlative, blast-for-blast action.

91%



MR. HELI

Firebird

Don't tell me, I've got to say 'fat chopper' and desperately wring a laugh out of the innuendo-bored public? Oh well... Master your fat chopper safely through tunnels and enemy encampments, firing at everything within range. See? Not even a snigger!

81%

NEMESIS

Konami

Few levels and ragged sprite flicker, but the large portions of playability make it a winner. Instantly playable and instantly addictive.

80%

RIVER RAID

Firebird

The first game system I ever owned was a crumbly VCS 2600 accompanied by a *River Raid* cartridge. The Commodore version is identical, with foul graphics and sound — a trip down memory lane for the infirm.

50%

KGB SUPERSPY

CodeMasters

What immediately catches your eye here is the atrocious yellow helicopter you're piloting — in fact none of the graphics are even remotely impressive. An afternoon-occupier only, methinks.

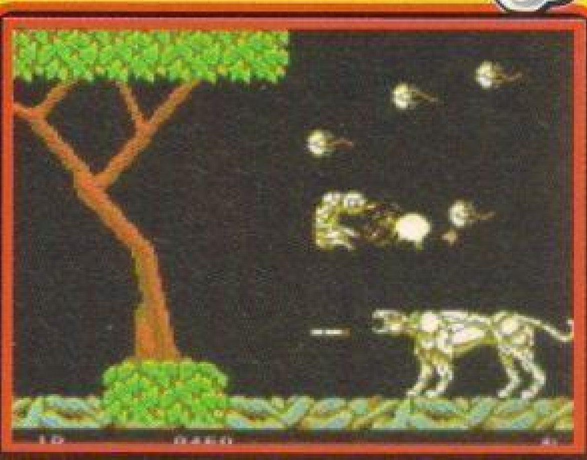
56%

P47 THUNDERBOLT

Firebird

These armoured planes were at the brunt of the battle during World War II, but I'm sure the wars lasted a lot longer than the measly eight levels included in this. liked th end-of-level battleship though, it's absolutely huge!

52%



SAINT DRAGON

Storm/Kixx

These fictitious creatures seem highly popular in scrolling blasters. What next? Armoured badgers? The first levels are easily completed by simply hiding behind your tail, which does drain the challenge somewhat. Still, it' a fairly solid slug to the end and what's more, it looks a treat!

75

LAST DUEL

US Gold/Kixx

The animation leaves a lot to be desired, and there are no ingenious features to speak of. Fun for a while but lack of variety might hamper your will to win.

70%

POLTERGEIST

CodeMasters

Believable plots are punched straight in the loins as far as blasting games are concerned. Here, you're in charge of an exorcist space craft (though I failed to see a ghost anywhere). It's fast, but that's all.

59%

LIGHTFORCE

Faster Than Light/Rack It

Create carnage and leave behind a trail of smoke and suffering, that's how a bullet blazin' game should be. If *Lightforce* ha more than four levels it'd be a fiery furnace, but as it stands it's just a flickering flame.

81%

R-TYPE

Electric Dreams/Hit Squad

The original horizontaller which fails to live up to expectations. Some of the graphics look very tatty. A prune when placed alongside its successors.

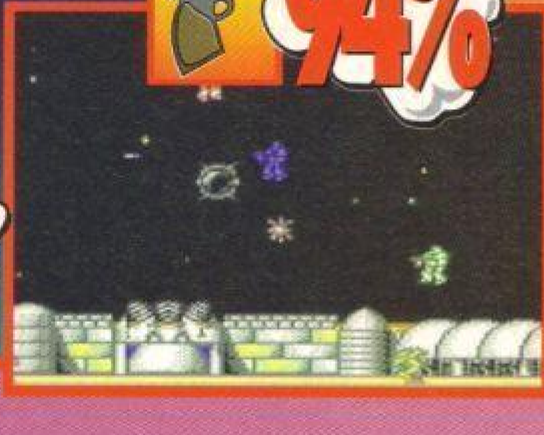
59%

RETROGRADE

Thalamus

A dramatic range of weaponry to collect, ultra-fast loading and stupendous end sections. This is hard core destruction at it's most splendid — guarantied to keep you hooked.

94%



SANXION

Thalamus

Parallax scrolling puts in an appearance here, and it works brilliantly. *Sanxion*'s a little different from a lot of shooties available, even the intro music's a classical composition instead of the usual rock 'ard stuff.

72%

MEGA APOCALYPSE

Martech

Chaotic comet destruction overflowing with innovative ideas — spinning planets and spaceships so huge your toes will quake with fear! Fast, colourful and even the speech synth works!

88%

SALAMANDER

Imagine/Hit Squad

Shining shots all round for this one! Slam your craft through the guts of mutant installations, taking every devious form with you. With rockin' power-ups and merciless baddies, it still remains a classic to this day, shaming everything that dares to copy.

92%

SWIV

Storm/Kixx

Explosions galore in a roaring jeep-and-chopper delight. The limitless onslaught from invading craft is trouser-splittingly good. Veteran blast addicts need only apply however, because it's REAL hard. But persevere and a damned addictive pulse-pounder awaits discovery.

90%

SCORPIUS

Silverbird

No points for originality and the controls are on the sluggish side, yet it's surprisingly addictive. Though tweaks are needed (especially in the sound area), it's worth a play. Average yes, boring no.

69%

TRAP

Alligata

Big, bold and basic, but with just enough topping to raise it's head above most of the pack. The drearily-named *Trap*'s not fantastic by by any stretch of the imagination of today's standards, but if you stumble across it you won't be able to resist another go at it, believe me!

62%

SILKWORM

Storm/Mastertronic

I didn't spot any worms in this game, but the rest is as smooth as silk. Squadrons of enemies and magnitudes of bullets make it a toughie to beat, but a lasting blast. My only quibble is the sound. The missile noises are like rodents chewing Jiffy bags — surely not an accurate representation?

89%

UN SQUADRON

US Gold

Being an heroic pilot is a bit risky these days — walk into a pub and you can guarantee someone needs a daring mission completing. Being rather gullible you take on any missions, no matter how bad. That's how I'd sum up *UN Squadron* — bad.
60%

62%

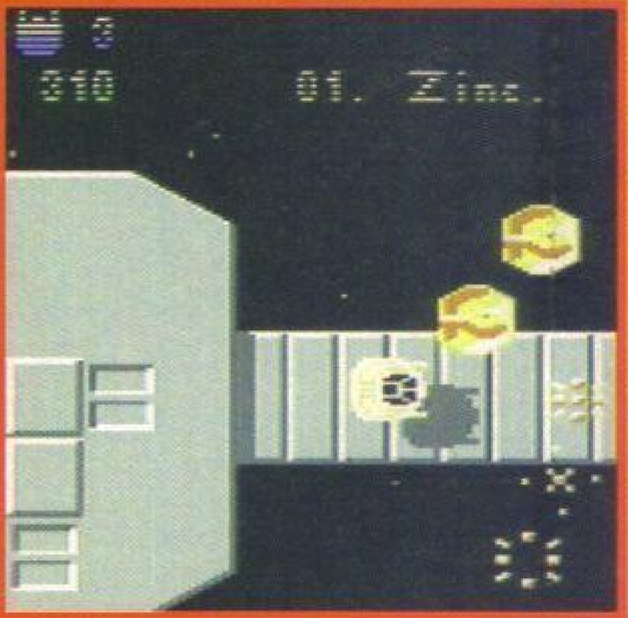
POW
10
TOTAL
1
LEVEL 1
0
$ 300000

WARHAWK

Firebird

The term 'classic' is defined as 'having a long history' and Warhawk is certainly an oldie. It looks poor but is high on the brain-dead gunning action.

69%

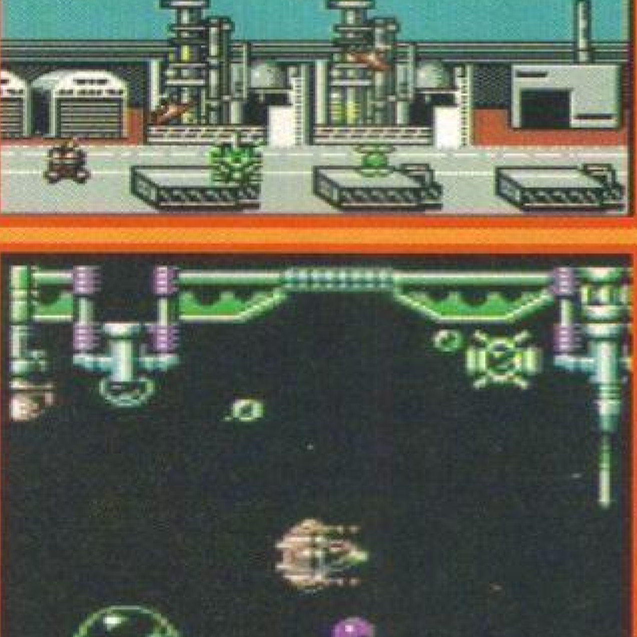


SLAP FIGHT

Imagine/Hit Squad

Unfeasibly difficult and no original additions. Accepted in it's time as okay, but not today. It's a right old sad, grey-haired excuse for a game.

60%



SLAYER

Rack It

The only complaint which marrs this is the distance between restart points. Apart from that it's a worthy recommendation.

86%

URIDIUM

Hewson/Rack It

Skim over 15 massive dreadnoughts and inflict as much damage as possible. Beating this will take time, and lots of it! Challenging isn't the word, impossibly hard is! Never fear though, 'cos once involved you'll be gripped.

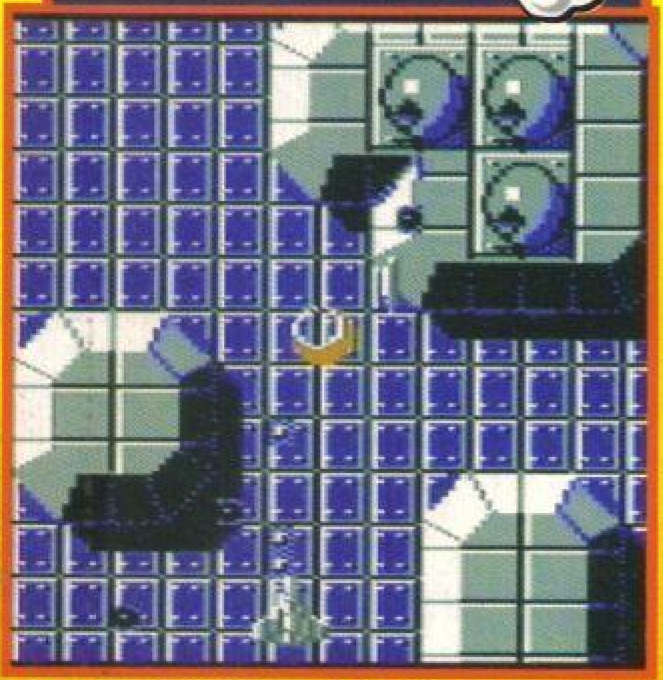
78%

XENON

Melbourne House/Mastertronic

This little number caused a wave of excitement on the 16-bit machines a couple of years back. Pity it's magnificence didn't transcend onto the 64. A time-waster.

56%

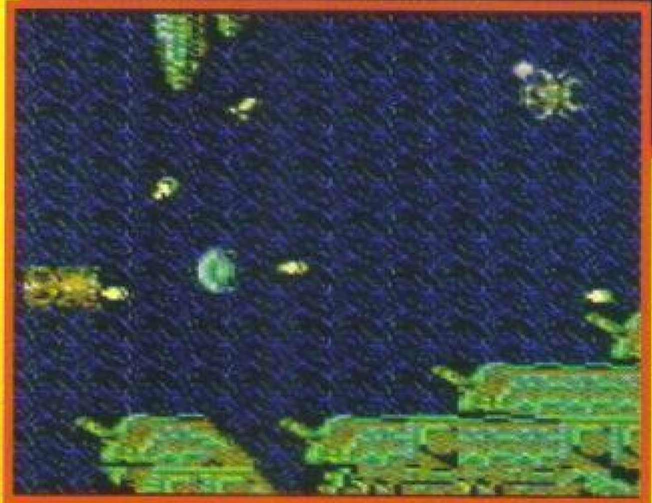


X-OUT

Rainbow Arts

In all great gunners you need power-ups. With *X-Out* you can arm your ship from the word go, by visiting a galactic corner shop and selecting your armour. This is superb, except for one major fault - the multiload kills all playability stone dead.

60%

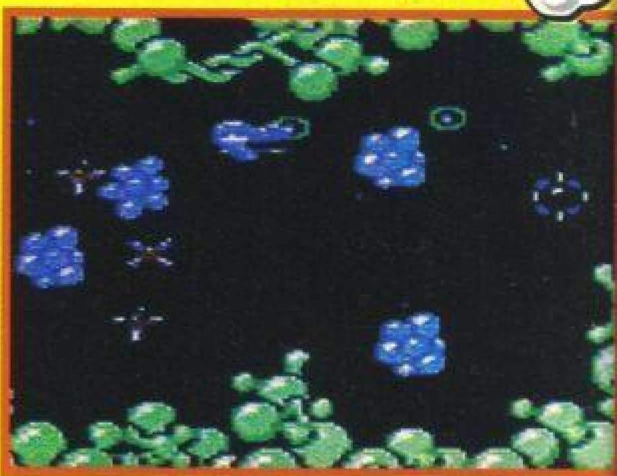


ZYNAPS

Hewson

Behold *Zynaps*, behold faultless gameplay, behold a very tough but powerfully addictive blast. A must.

89%



Z

Rino

Despite its age (a good seven years), this addictive scroller has stood the test of time — nearly. A lack of extra lives dampens the hopes of achieving humongous scores, but trigger fingers will be occupied.

71%

WINGS OF FURY

Domark

Take to the air in a Gruman Hellcat and give enemy territory a good pasting with shrapnel and bullets. Super plane animation plus great detailed graphics (apart from the stick-like people) produce a pleasing historical blast.

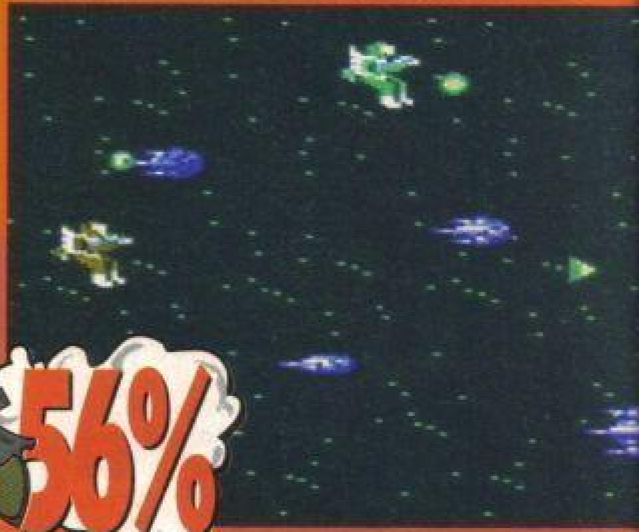
56%

ZYBEX

Zeppelin

It's not very safe to strap on a jet pack and accelerate around Ludlow, but amazingly enough that's exactly what you do in *Zybex* (okay, so I lied about the Ludlow bit). Apart from the green bullets and green backgrounds it's rather jolly.

56%



DISASTER BLASTERS!

Because there are masses of shoot-'em-ups available it'd be impossible to mention them all. However on my quest for the best fifty, I happened upon some of the worst...

MOON SHUTTLE

Americana

Oh heavens, I can't be bothered to comment on this because it's so duff. Look at the percentage and draw your own conclusions.

4%

DROID DREAMS

Bug Byte

The difficulty level is incomprehensibly hard, in fact the whole program is saturated in spewtum. Avoid like a lacerated larynx.

5%

SPEEDZONE

Encore

Never in my wildest nightmares could I have visualised a blaster as abysmal as this — sorry, did I say blaster? The whole screen's a mess! Groggy sprites, junkie sounds, the toilet has more intelligence!

3%

COMMODORE SUPPLIES

Commodore 64 power pack	£23.75
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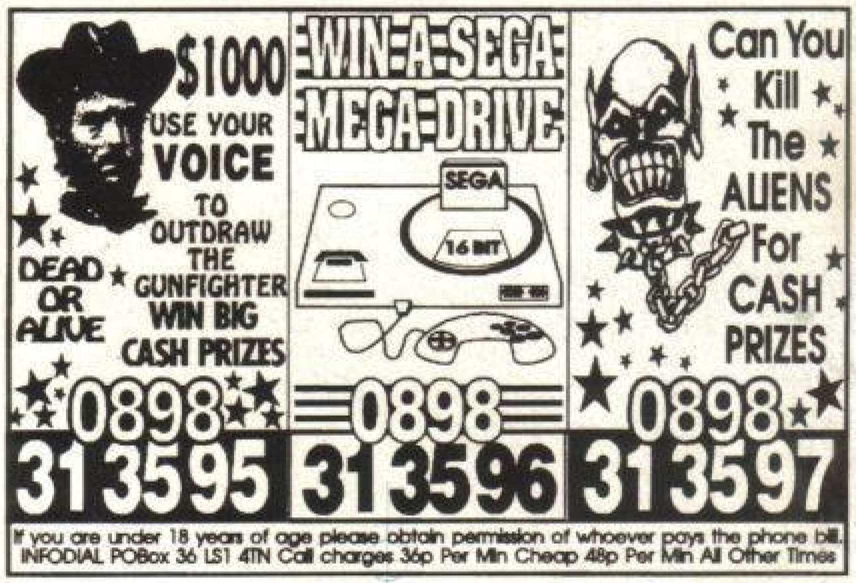

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STRATEGY

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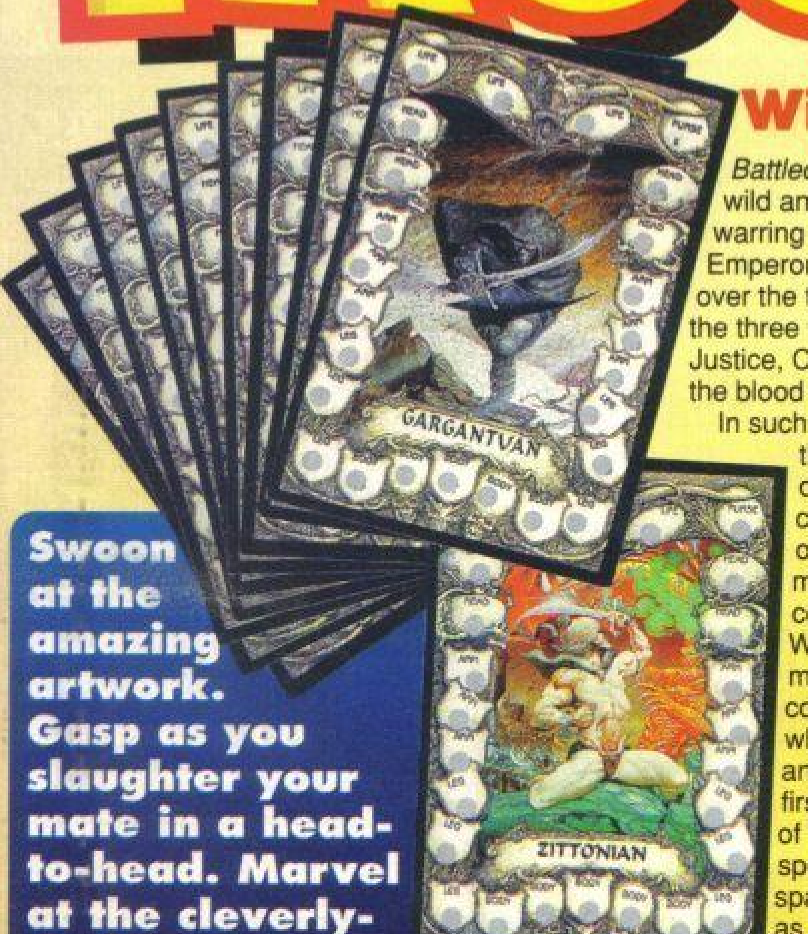
TROUBLE IN



Swoon at the amazing artwork. Gasp as you slaughter your mate in a head-to-head. Marvel at the cleverly-designed fantasy world. Faint when you realise you've got a packet on the cover for free! Steve Jackson's BATTLECARDS are here, and they're here to stay says IAN 'SCRATCH AND SNIFF' OSBORNE...

Trading cards are a multi-million dollar industry in America. Footballers, baseball players, even famous murderers are sold and swapped all over the States, and with rare cards costing several thousand dollars each an equally-lucrative forgeries market is rife.

However card-barmy as our stateside cousins may be (or maybe just plain barmy), unlike American exports such as *The Simpsons*, skateboards and herpies, trading cards never really caught on in the UK. But now all that could change. *Games Workshop* co-founder, *Fighting Fantasy* writer and top wargame designer Steve Jackson has teamed up with Merlin Publishing to produce *Battlecards*, a swords-and-sorcery card collection with a difference!

Unlike normal trading cards, *Battlecards* are more than just collectable images. The cards (and the world in which they're set) form a complete role-playing game in itself, with heroes, villains, monsters, quests, treasure, magic, and everything else you expect to find in a Tolkienesque fantasy game.

Wilted Continent

Battlecards is set in the land of Vangoria, a wild and dangerous continent split asunder by warring factions. After the death of the Sorcerer Emperor Vangor, his three sons fought bitterly over the throne. Each allied himself with one of the three forces dominant in the continent; Justice, Chaos and Evil. It's on this shattered land the blood of the *Battlecards* is spilt!

In such violent and dangerous territory, fights to the death are common. These are decided using a unique 'Scratch & Slay' combat system, using the same scratch-off ink found on lottery cards. Combat moves, spell casting, trading and treasure collection are all utilised in this way. When two 'champions' (heroes or monsters) cross swords, battle commences as follows; toss a coin to see who starts (or play one of the many card and yard games outlined elsewhere). The first player to strike then scratches off one of his opponent's head, body, arm or leg spots (see illustration), revealing a blank space (miss), a shield or spell icon (treat as blank in the basic game), or a wound. Play then passes to his opponent, who does likewise.

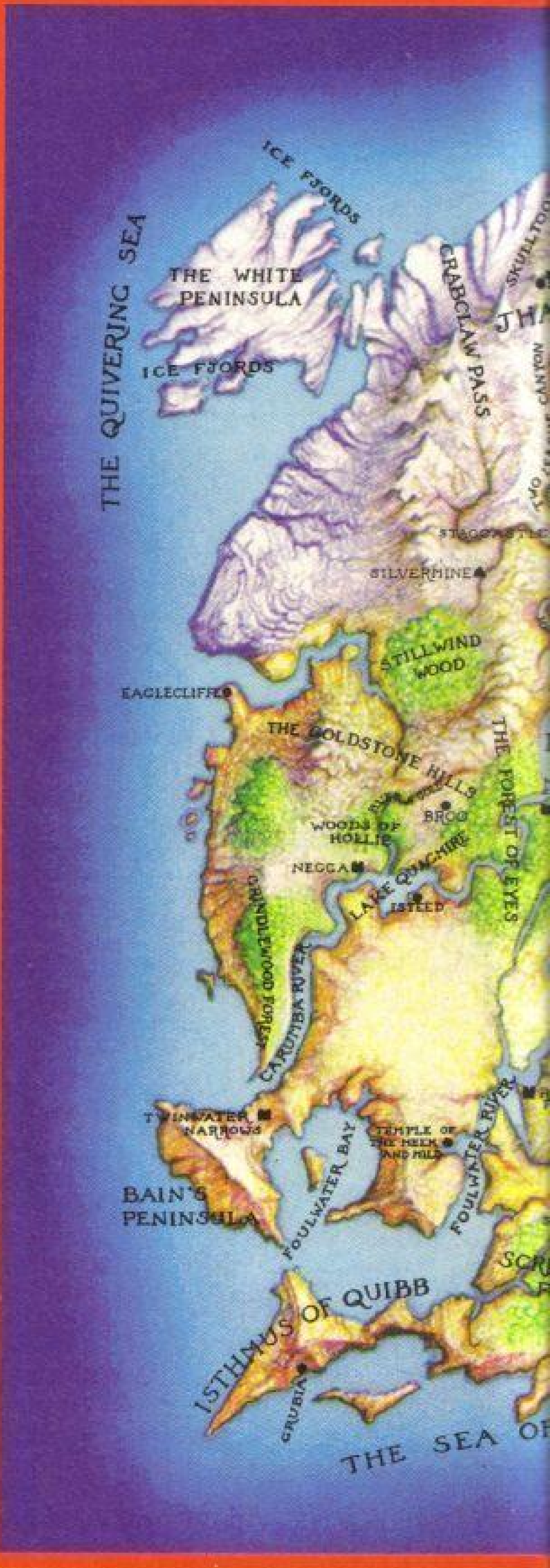
After the second and subsequent wounds, the attacker scratches one of his opponent's 'life' boxes. If a skull and crossbones is revealed, the fighter is dead, and the stricken warrior's card becomes the property of the winner. As well as being a valid collector's card, each win also carries a bounty — scratch the 'purse' spot to see what you've won!

Role Call

However, there's more to *Battlecards* than just scrapping. Within the set there are also ten Quest cards, consisting of puzzles solved through searching other cards for clues or symbols, eg in 'The Rings Of Harrak-Bur' you must search for five magical rings stolen during the sacking of Vangor's Capital at Constantia. The rings are printed on other cards — but can you find them?

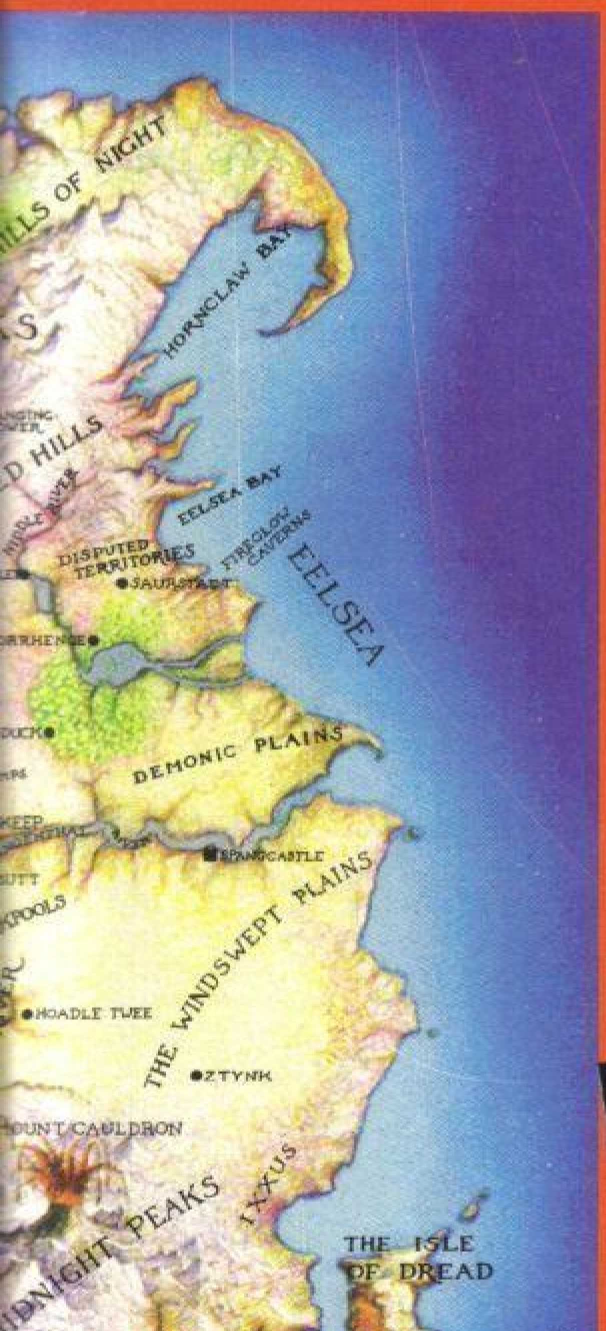
Solving a Quest entitles you to a reward, a sum of gold collected by sending your solution to the publishers. This can be used to buy rare 'Wondrous Treasure' cards such as the Orb Of Shantos or the Amulet Of Eternal Beauty. They do appear in packs, but only very rarely (they're supposed to be valuable treasures after all), but can always be found in Robyn Steele's Trading Post as outlined elsewhere.

There are 149 *Battlecards* to collect, and they're available from all good newsagents, comic and game shops. At 50p for a set of eight they're far cheaper than most collect-and-swap outings, so what are you waiting for? Unsheathe that sword and get slashing!



THE CONTINE

VANGORIA


ILLS OF NIGHT
HORNCLAW BAY
S
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EELSEA BAY
DISPUTED TERRITORIES
FIREGLOW CAVERNS
SAURSTADT
EELSEA
RRHENGE
DEMONIC PLAINS
KEEP
SPANGCASTLE
POOLS
THE WINDSWEPT PLAINS
HOADLE TWEE
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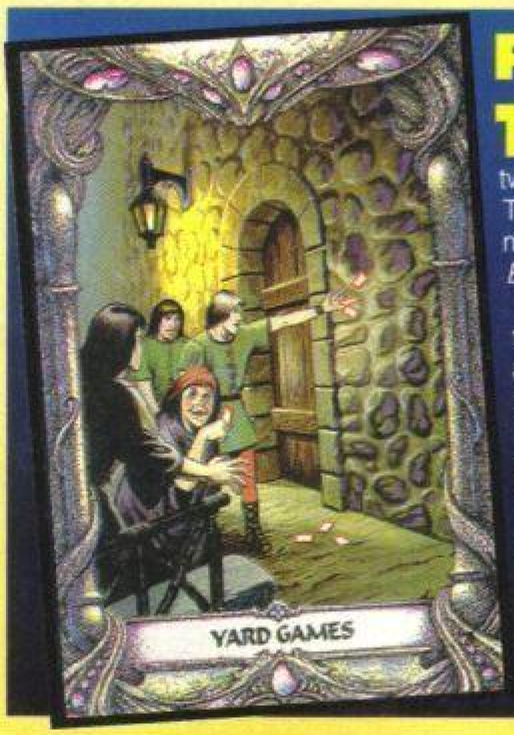

PLAY THE GAME!

The street urchins of Constantia while away the hours playing a number of *Battlecards* games, all of which are outlined on two cards in the series — *Card Games* and *Yard Games*. These pastimes are as much fun in the modern world as in mythical Vangoria, and offer an excellent way of winning *Battlecards* from your friends (if you're good enough!).

To play *Racing Cards*, the contestants line up about three feet away from a wall. In turn, each 'fires' (flicks between index and middle fingers) his card at it. The one who lands closest to the wall wins the other cards.

The curiously-named *Smotherers Do Have 'Em* is also played by firing cards, but this time you don't need a wall. The contestants flick their cards until one lands on top of another, however slightly, winning all the cards in play. A Vangorian version of Scissors, Stone and Paper uses the icons hidden under the text on the reverse of the cards — sword beats fist, fist beats shield, and shield beats sword.

For all these and more, check out the Yard and Card Games cards.

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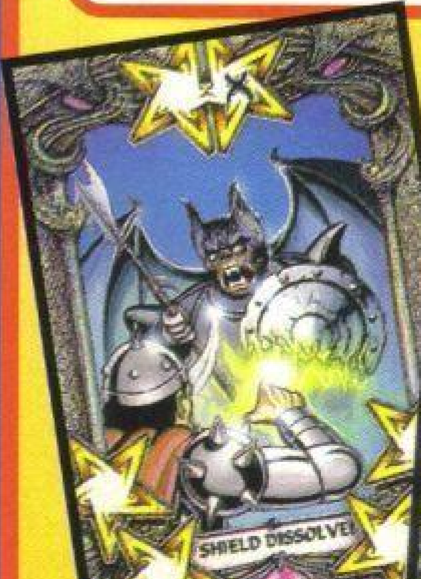
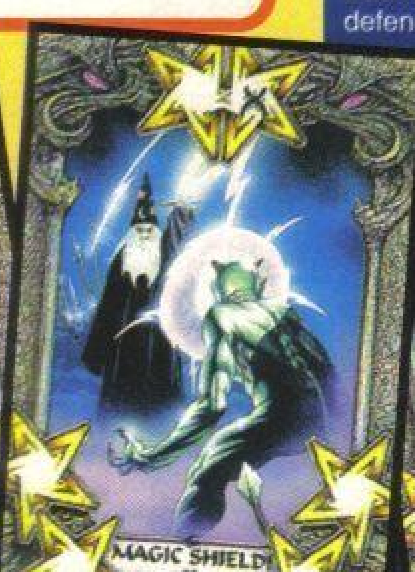
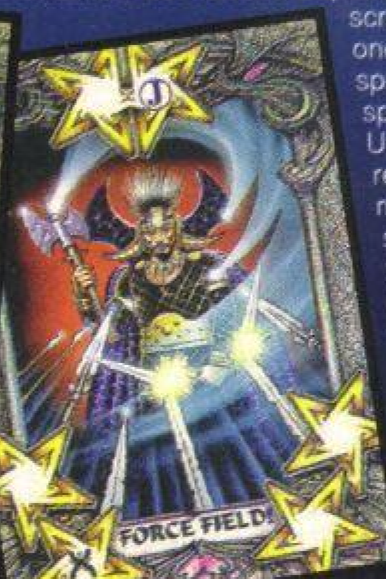
WHAT'S THAT FUNNY SPELL?

If spells are to be used, each combatant chooses (secretly) a set number before starting — unequal numbers are permitted. Each time an attack reveals a spell symbol, the defender is then able to cast a spell by scratching off one of the six spots on a spell card. Unless this reveals a miscast symbol, the spell takes full effect. Each spell can only be used once in each battle.


SHIELD DISSOLVE


MAGIC SHIELD


FORCE FIELD

After the death of the Sorcerer-Emperor Vangor, the Continent Of Vangoria was thrown into a state of anarchy and strife. As the forces of Evil, Justice and Chaos slugged it out for the crown, the continent split into four separate territories.

Separated from the Southern Kingdoms by the Jharn Peaks, *The Darklands* are dominated by the undead hordes of the Lord of Darkness to the East and tribes of Hill Goblins to the West. South-West of the Darklands is *Quaine*, home of the noble Prince Gallant, sworn enemy of the evil sorcerer Lord Vengeance.

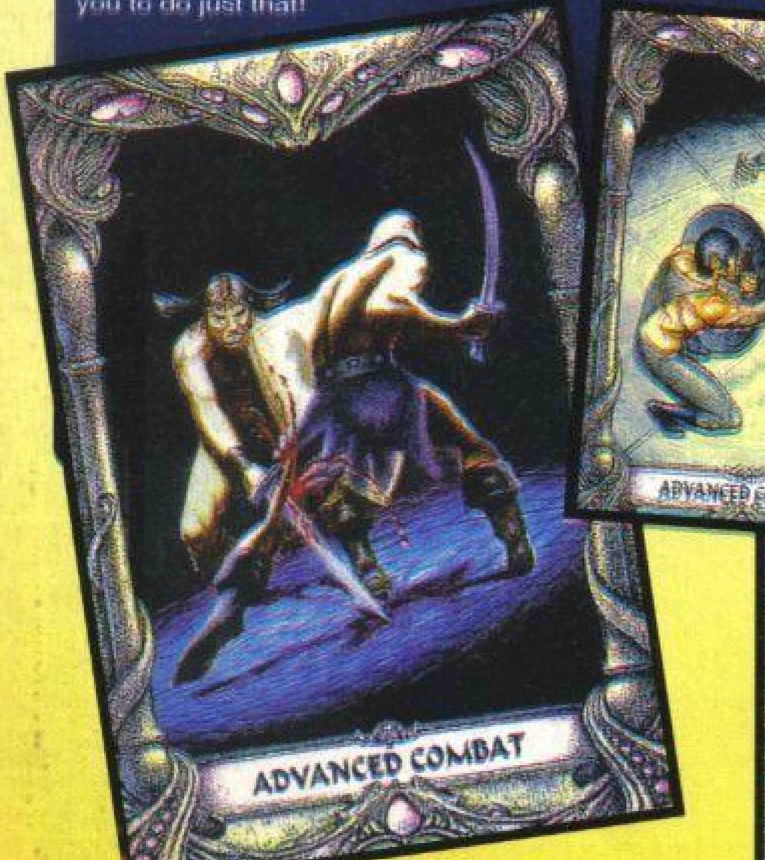
The Eastern territories are a wilderness of demonic creatures, savage warlords and Barbarian Warriors forever locked in tribal wars. To the South lies *Zittonia*, ruled by Zheena Nightshade, High Priestess of Gargantua, the god of evil. But the forces of truth led by Aragon Trueblade have begun to weaken her hold...

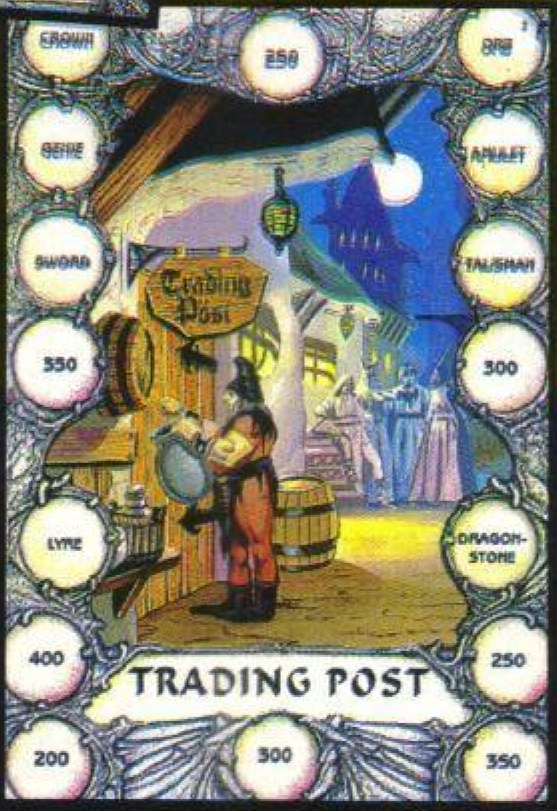
ADVANCED COMBAT

Want to add a little spice to your battles? *Advanced Combat* cards allow you to do just that!

Each *Advanced Combat* card (there are eight in all) specifies a target for your attack (legs, head, etc) and two areas for defending. On each round of combat players secretly select a card. Both are shown together and the attack is resolved, eg if your card attacks to the head and your opponent defended head and arms, you missed. If you attack arms and he defended legs and body, you've scored a hit and can scratch an 'arm' spot. When all *Advanced Combat* cards are exhausted, pick them up and start again with a full hand.

Like basic combat the battle continues until a combatant is killed, though if both fighters die in the same round purses are exchanged but no stakes are won.

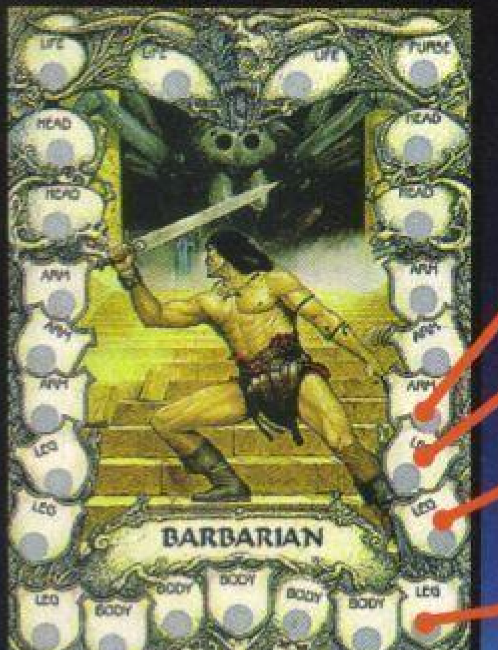




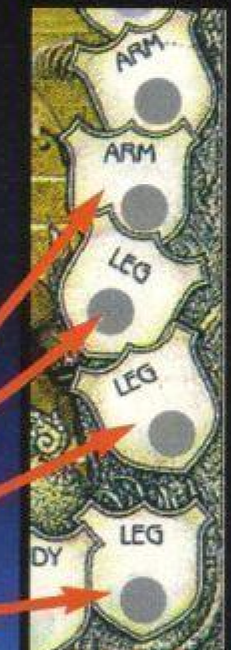
BARGAINS GALORE

Robyn Stelle's *Trading Post* is one of the best-known landmarks of Vangoria — perhaps that's why it's as common as muck in the *Battlecards* packs! The eight Wondrous Treasures of Vangoria are sold here. Just scratch off two spots, and if one's a treasure and the other's a sum of money, you can buy the artifact in question. If not, sorry — sold out!

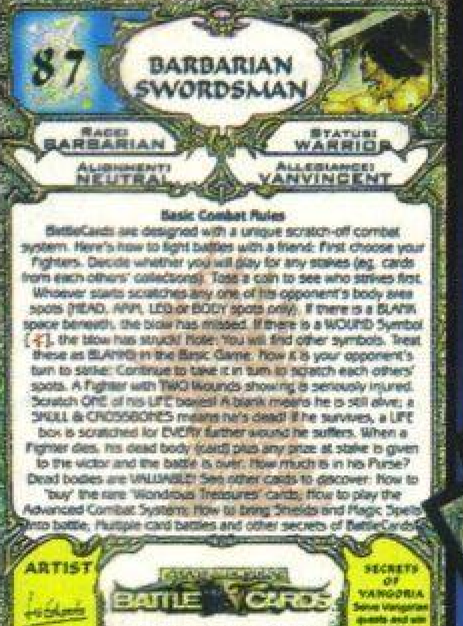
To 'buy' the treasure you send the necessary dosh (Quest reward credits, stricken fighter's purses, etc) to the publishers and they'll send you the treasure card in question.



At the heart of the *Battlecards* combat system are the 'Scratch and Slay' spots representing various body parts.



Combat icons are covered using scratch-off overprint.


87

BARBARIAN SWORDSMAN

RACE: BARBARIAN
STATUS: WARRIOR
ALIGNMENT: NEUTRAL
ALLEGIANCE: VANVINCENT

Basic Combat Rules

BattleCards are designed with a unique scratch-off combat system. Here's how to fight battles with a friend: First choose your fighters. Decide whether you will play for any stakes (eg. cards from each others' collections). Toss a coin to see who strikes first. Whoever starts scratches any one of his opponent's body area spots (HEAD, ARM, LEG or BODY spots only). If there is a BLANK space beneath, the blow has missed. If there is a WOUND Symbol [⚡], the blow has struck! Note: You will find other symbols. Treat these as BLANKS in the Basic Game. Now it is your opponent's turn to strike: Continue to take it in turn to scratch each others' spots. A Fighter with TWO Wounds showing is seriously injured. Scratch ONE of his LIFE boxes! A blank means he is still alive; a SKULL & CROSSBONES means he's dead! If he survives, a LIFE box is scratched for EVERY further wound he suffers. When a Fighter dies, his dead body (card) plus any prize at stake is given to the victor and the battle is over. How much is in his Purse? Dead bodies are VALUABLE! See other cards to discover: How to 'buy' the rare 'Wondrous Treasures' cards; How to play the Advanced Combat System; How to bring Shields and Magic Spells into battle; Multiple card battles and other secrets of BattleCards!

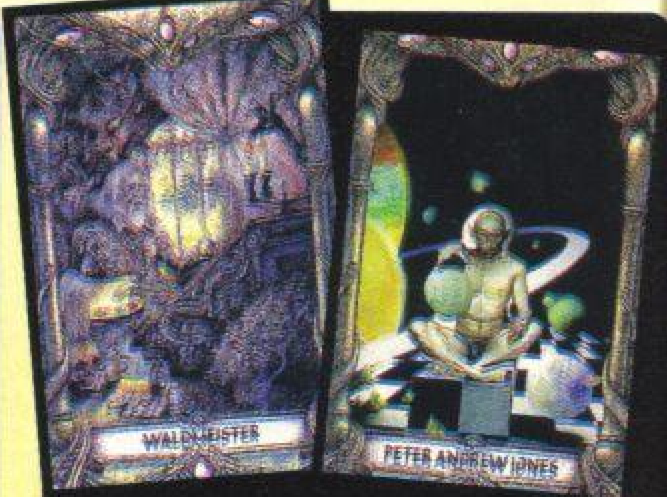
ARTIST

BATTLE CARDS

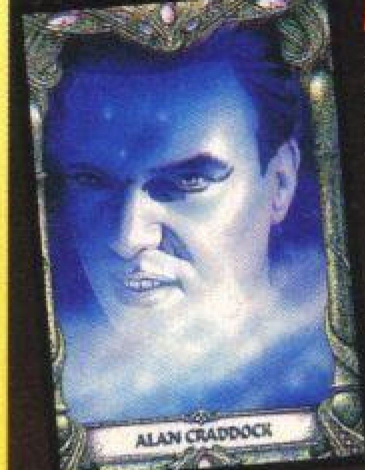
MERLIN PUBLISHING INTERNATIONAL plc

SECRETS OF VANGORIA Solve Vangorian quests and win gold!

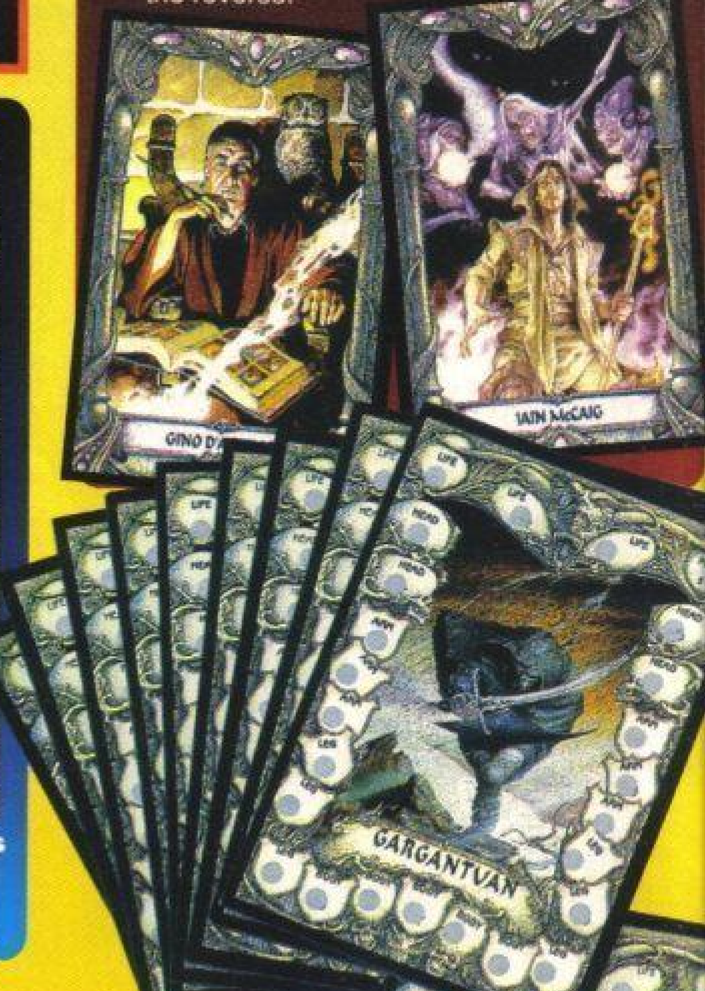
On the reverse, the champion's details and combat rules are outlined, and the artist's signature displayed.



THE ART OF THE MATTER



B*attlecards* are illustrated by some of the finest fantasy artists in the business, such as Les Edwards, Peter Andrew Jones, Iain McCaig, Terry Oakes, Allan Craddock, Gino D'Achille and Waldmeister. They're already well known for their work on *Fighting Fantasy Gamebooks*, board and role-playing games and record covers. Each artist has his own self-painted card, complete with tongue-in-cheek biographical notes on the reverse.



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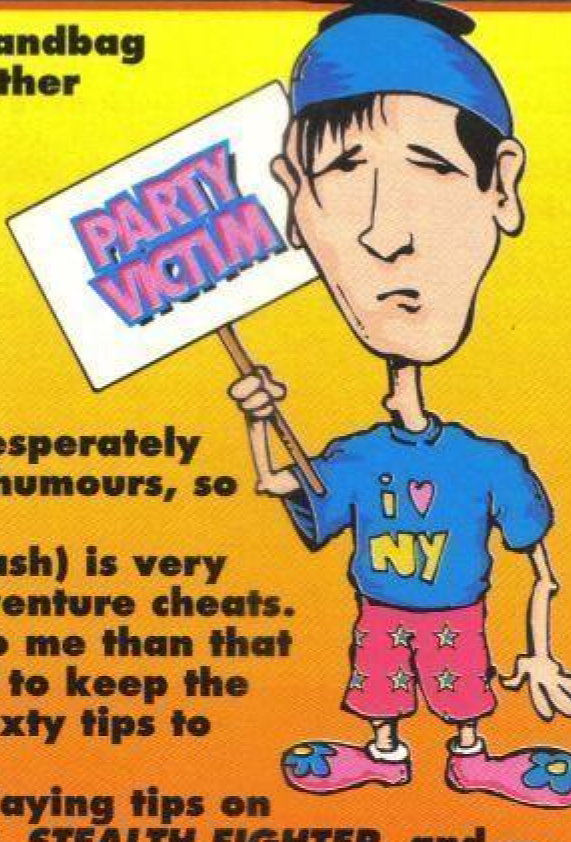
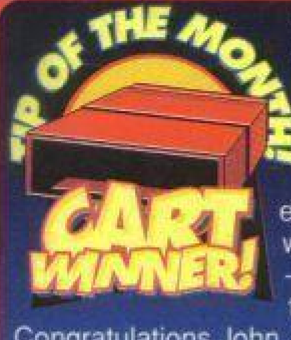
THE TIPSTER!

Batten down the hatches and sandbag your doorstep, here comes another crackling edition of the COMMODORE FORCE tips section, and heavens, what a section it is! You wouldn't believe the amount of letters I've received recently, there's so many I can hardly breathe! Not that I'm complaining — a cheery letter (from someone desperately trying to befriend me) always humours, so keep 'em comin'.

A certain barbarian (namely Bash) is very angered that I'm receiving adventure cheats. I know people prefer writing to me than that prehistoric potato, but it's best to keep the simpleton happy, so send all texty tips to his pastures instead.

This month I proudly present playing tips on *WINTER CAMP, SPACE CRUSADE, STEALTH FIGHTER*, and — oh what's the use, just read on!.




TIP OF THE MONTH!
CART WINNER!

It's better than an Oscar, treasured more than a Grammy, it's... Datel's Action Replay Cartridge! It's time to open the golden envelope and see who's won... and the winner is — **John Crompton** for the *Winter Camp* guide. Congratulations John, and because you can't be with us tonight we'll post it your way (not quite in award fashion but close enough!).

WINTER CAMP

● Thalamus

One day a whopping bonanza of an envelope hammered through the letter box. It was so packed with tips that it took ten of us just to lift it! A tree would cry if it knew how much paper John Crompton from Wigan had used in sending me the wealth of cheats that he did, and here's one from the bundle for *Winter Camp*.

LEVEL 1

Waggle the joystick and try to keep the pointer on the Yellow Arrow icon to increase speed. If you waggle too fast you'll slow down (isn't that always the way), and watch out for the last two opponents — they cheat.

LEVEL 2

All the objects here are useful. To complete the level, save four fish and four other skaters. Once achieved you are confronted by the end level guardian. Select Bombs and throw them, run into the boss and knock him onto the bombs.

THE OBJECTS.

FLAGS	Extra time
BRUSH	Sweep away curling stones
GLOVES	To save the people trapped in the snowball
SNOWMAN	Throw snowballs
UMBRELLA	Shelter from snowball throwing women
SPRINGS	Jump gaps in the ice
BOMBS	Throw at end-of-level boss

LEVEL 3

Throw snowballs at the bears poping out of the trees. The dark bears are the main concern, they retaliate! Catch the falling flags for extra time.

LEVEL 4

Five drowning people and five canoers need saving from imminent death. To kill the bear at the end of the level, first throw honey at it, then select the football and bounce it off the basketball net and into the bee hive. Hit the nest enough times and the bee fly out and attack the bear. All objects are useful.

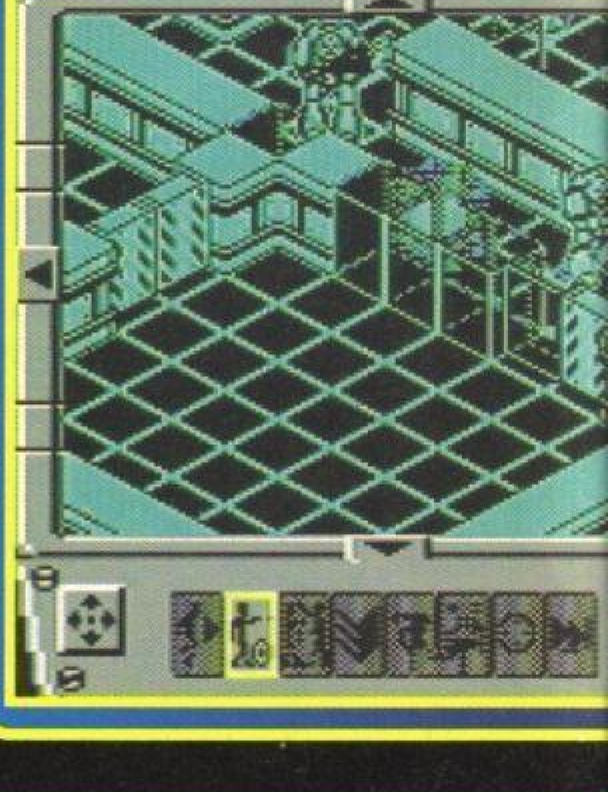
THE OBJECTS.

FLAGS	Extra time.
HONEY	Throw at end-level boss.
MAGNET	Attract cans which sink the canoe.
FOOTBALL	Use to hit bees nest.
FISHING ROD	Upon reaching the waterfall select the rod and hold fire, keep pressing the joystick left to attract a fish.
TELEPHONES	Use to phone helicopters that drop extra canoes or blow up obstacles, eg dams.
PICNIC BASKET	Use this to throw fish at ducks and other creatures in the river. It also brings cases towards you if you lob a fish at them.

LEVEL 5

Waggle the joystick to stop yourself falling off the crevasse. Clyde Radcliffe starts tapping tunes on th icicles above him. Just remember the order he taps them out and repeat the sequence.

SPACE CR

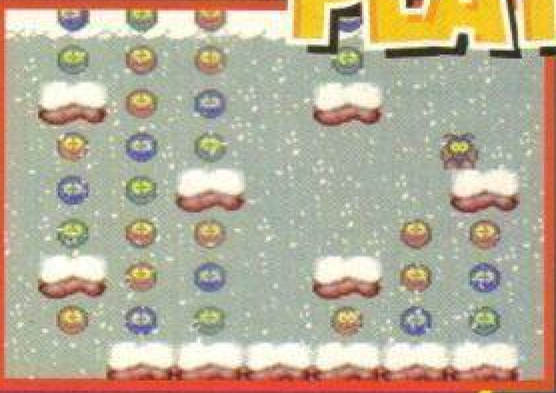


CREATURES 2

● **Thalamus**

One of the best 64 games of all time and Toronto resident **Steve Guidi** has discovered a secret stage.

On level 2 (torture 2), push the boulder into the snowball machine and wait 'til it falls on the demon's head. Quickly jump in the machine and walk to the right. You're confronted by a series of happy faces, which can be collected for points — just avoid the ones that shake their heads back and forth or you exit the stage.



LEVEL 6

Another level full of rescues, this time save six skiers and another six who are trapped in snowballs. To get the climbing equipment, pull down on the joystick when you get to the hut with the smoking chimney. Only hold the climbing equipment before you get to the building, Max will climb up and get the trumpet. Select this when you meet the walrus guardian. Hold fire and waggle the joystick to deafen it. Jump over the obstacles which roll your way. Eventually the ice will break and the walrus will plummet through.

THE OBJECTS.

FLAGS	Extra time.
CHAINSAW	Cut trees that are in your way.
WATER PISTOL	Save people in snowballs.
CLIMBING EQUIPMENT	Climb up building.
TRUMPET	Breaks the ice under end-of-level guardian.

LEVEL 7

Maximus rolls down the mountain trapped inside a snowball. Contact with monsters slows you down. The smaller the snowball, the faster you roll. Collect snowmen to make the ball bigger and flags for more time. Eventually Max collides with some bricks at the bottom of the mountain and he's free!

LEVEL 8

The final climb is in *Donkey Kong* style. Look under rocks for extra time and collect the worm creatures which sneak on from the left. These are fed to the chicks, and that's the game wrapped up!

SERGEANT SEYMOUR — ROBOTCOP

● **CodeMasters**

The Phantom Faxer's probably not a phantom at all, but a simpleton who likes dual identities. Never-the-less, the *Sergeant Seymour — Robotcop cheat he sent should help those in need.*

Load the game and when the titles appear type STEGTHESLUG (no spaces). The border will change colour and low and behold, infinite lives are yours.

SADE

● **Gremlin**

Simon 'thirty-something' Swaby from Lincolnshire's been playing this alien encounter for hours on end, and during one night of hectic rolling (die rolling of course) he stumbled across a cheat which, he believes, is quite stunning. I happen to agree Simon, and call me insane if you like but I'm going to print it!

The Assault Cannon's by far the best heavy weapon. Follow these rules and the soldier carrying it becomes a one-man army!

1) Get a re-fire by whatever means necessary (shooting at the most powerful target visible is the best way, you never roll enough!)

2) Once on re-fire, place the cursor on your own assault cannon (make sure you've got the right man!) and press fire, this resets the roll of the dice.

3) Choose an enemy and press fire, both dice will re-roll (the cheat is now activated but place the cursor on your own man's square between firing to be sure)

4) If you roll double zero or use up all your shots, you should now find the Fire icon is still active.

5) Every time you click on your own assault cannon and then onto the enemy, both dice will re-roll and the Fire icon stays lit even when you switch it off (active and reselectable).

N.B THIS WORKS FOR ONE TURN ONLY, IT MUST BE DONE ALL OVER AGAIN, NEXT TURN, IF NEEDED.

Now all you need is patience; everything you shoot at dies horribly. It's best to activate the cheat before moving. Remember that not getting a re-fire turns the icon dark. Once activated, choose a position from which he has the most devastating field of fire. Simon says (no pun intended) that he cleared a room of all nasties in one turn but it does take ages, so persevere.

RECKLESS RUFUS

● **Alternative**

Richard Beckett's become something of a regular in the tips pages, and he's back with some useful codes, this time for *Reckless Rufus.*

Level 1-	No code	Level 71-	2046
Level 11-	4529	Level 81-	6170
Level 21-	8769	Level 91-	8723
Level 31-	6260	Level 101-	7943
Level 41-	0942	Level 111-	5707
Level 51-	3392	Level 121-	1365
Level 61-	9745		

DOUBLE DRAGON 3

● **Virgin**

Many moons ago in issue 1, **Michael Johnson** sent a level guide to this face puncher, but couldn't quite complete it. Well **Richard Green** from Essex has, and he's gonna tell us how it's done, starting where we left off on level 7

LEVEL 7

Leave one man at the top of the screen to keep the dragon occupied while the other spells out 'ROSSETTA' with the stones (only one player needs to spell it). Now's the time to batter Hiruko. To do this one player fends off the rockmen while the other lays into the annoying midget himself with flying kicks.

LEVEL 8

Behold Cleopatra, she starts off as a mummy, picking you up and throwing you around. There's only one solution — kick her in! She returns and sheds her bandages (wash your mouth out, this instant!). Death will pay a visit if she merely points at you, so be careful. Get in close and use flying kicks; the sooner you kill her the better, because she's a dab hand at throwing lightning bolts.

SLY SPY

● **Ocean**

Mark Latham from Stoke on Trent came into this world clutching a *Sly Spy* listing. Type it in, save it then run it. Mark reckons this works best with the original version. Whatever, Mark, I hope your life is filled with all things pokey.

```
0 REM SLY SPY TAPE CHEAT BY MAL
1 FOR X=384 TO 420: READ Y: C=C+Y:
POKE X, Y: NEXT
2 IF C{LTGT}3651 THEN PRINT "DATA
ERROR": END
3 POKE 157, 128: SYS 384
4 DATA 032, 086, 245, 169, 144, 141, 249, 003
5 DATA 169, 001, 141, 250, 003, 076, 167, 002
6 DATA 169, 157, 141, 128, 004, 169, 001, 141
7 DATA 129, 004, 076, 007, 004, 169, 025, 141
8 DATA 175, 008, 076, 041, 008
```

CHEEKY CHEATS!

Stapled pages loaded with advice were submitted by **Stuart Letham** from Fife. Thanks for the work Stuart, I'm sure readers worldwide are sighing with relief at this very moment.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

● Domark

You just can't visit a planet without hostile alien beasts advancing toward you all the time can you? The enemies in *Escape From The Planet Of The Robot Monsters* are brutal, so here's some advice for the first three canal sections.

First Wave: First left, next right, straight up. Choose middle route because it's easiest.

Second Wave: Second right, straight up. Choose far-right route.

Third Wave: Go left straight away, then up, first right, first left, straight up and choose the end one again.

Guardian: Hold down fire until you're killed. When you're reincarnated you'll be invincible, but only if fire is held down!

GHOULS 'N' GHOSTS

● Kixx

Enter WIGAN RLFC on the high score table followed by A for infinite armour and S to skip levels.

NEMESIS

● Konami

On the title screen hold SHIFT/LOCK, and hit the space bar. Start the game and many a life is yours to waste.

PROJECT STEALTH FIGHTER

● Microprose

All right calm down! I know this game's a bit crusty, but it's one of the all-time classic C64 flight sims. **Craig 'The Master' Ellis** fancies his chances as a tips expert — well 'Master' you may have a dubious middle name but your help is of the finest quality.

DOGFIGHTING TIPS

The best manoeuvre is the Immelmann Turn/Split-S. This is very good if enemies are hassling your behind, just remember to increase the throttle to maximum — it wacks up the EMV and gives you the needed lift.

Try to get behind the opposition when fighting, head-on attacks aren't advisable because you're as vulnerable as they are.

Keep the cannon armed at all times and don't fret about being to accurate whilst firing, you'll be amazed at the flukey shots that can be made.

Avoid pulling off too many banked turns, the F-19 could well stall.

GROUND/SEA ATTACK

Never attack a ground or sea installation at full throttle, you'll hit the deck — literally!

Take out any SAMs that are after you; ALWAYS destroy the SAM's radar bunker first as it makes the launchers easier to pick off. The same applies to airfields. You only need to put the control towers out of action.

Heavy turbulence is encountered if the Stealth flies at low altitudes.

When dive-bombing; ensure that the airbrakes are used (the flaps prove handy as well) otherwise you won't be able to recover in time.

GENERAL TIPS

It's best to eject over sea or friendly territory at 2,000-4,000 ft.

If fuel's perilously low, don't eject but climb to a very high altitude (30,000-40,000 ft should be sufficient) and glide home. When gliding get the VVI gauge to show the descent. It takes lots of practice to land like this, but a bravery medal's yours if successful.

Higher scores are gained when you select higher skill levels.

Use the ECM only when necessary (make sure it's low, 2-3 lights) and keep a keen eye on the radar.

Train regularly, it's surprising how your skill's increased.

Never eject whilst inverted, you won't survive.

WEAPONS

Cannon: Short range but easy to aim — just line up and fire.

Air-Air Missles: Both the Amramm and Sidewinder are good fire-and-forget missiles. The Amramm's probably the best of the two as it has a longer range.

Mavericks: These are slow but are definitely the best air-to-ground missiles.

Air-Sea Missiles: They're all pretty good. You get more penguins than harpoons but the harpoons have a much better range.

Bombs: Undoubtedly the best bomb is laser guided, the Rockeye 2. When using the smart bombs (laser guided) always remember to toss bomb them, or the target will be missed.

EXTRAS

Extra fuel is always a wise idea.

When using the 135mm IR cameras, fly at 20,000 ft at low speed. When the prompt appears in the HUD hold down the fire button until all the frames are used.

Use Mavericks instead of bombs.

Northcape is harder than Central Europe.

To avoid missiles, wait until they are very close and roll upside down.

MISSIONS	RANK
0	2nd Lietenant
1-2	1st Lietenant
4-6	Captain
9-12	Major
17-23+	Lt. Colonel
99	Brigadier General

Craig would've included the missions for Colonel but he hasn't got that far yet! Tut tut Craig, I thought you were a Master!

TIPS B

I like to thank everyone who sends playing tips, but I can only do that if they include their name, a small fact someone in Lincolnshire forgot. Still, it wasn't my error so I'll print the cheats anyway.

JACK THE NIPPER

● Gremlin/Kixx

This baby's getting on a bit but here is an object rundown.

OBJECT	FOUND	USED
Weight	Prison	On machine I. Bloom
Fertilizer	Graveyard	After Flower Killer
Key 1	Next to Bank	In Museum
Key 2	Next to Graveyard	In Bank
Bomb	Secret rooms in museum	In Prison
Flower Killer	In I. Bloom	By flowers on Shed
Soap	Bank secret room	Launderette
Glue	Launderette	On machine gummos
Clay	Just micro	Playskool and room
Horn	Secret rooms in Museum	On any cat
Battery	Police station	Just Micro
Disk	Bank	On cupboard
Card	Top of cupboard In bedroom	On cash machine
Potty	Playskool	In china shoppe
Peashooter	Your Bedroom	On anybody
Phones	Outside your Micro	Put them together to get music
Player	in the hallway	

PRO BOXING SIMULATOR

CodeMasters

asswords for boxers are:

teady Eddie	**PARTY**	Fast Freddy	**SWORD**
irty Larry	**TALON**	Ronnie Razor	**LUCKY**
eadly Dan	**UNION**		

SIM CITY

Infogrammes

ress F1 to reset your cash to £4000.

TEST DRIVE 2 - THE DUEL

Accolade

omplete courses quickly, hold down D whilst ccelerating.

VENDETTA

System 3

old down B, U, N, T to pass onto the next level.

WHO?

HINTS

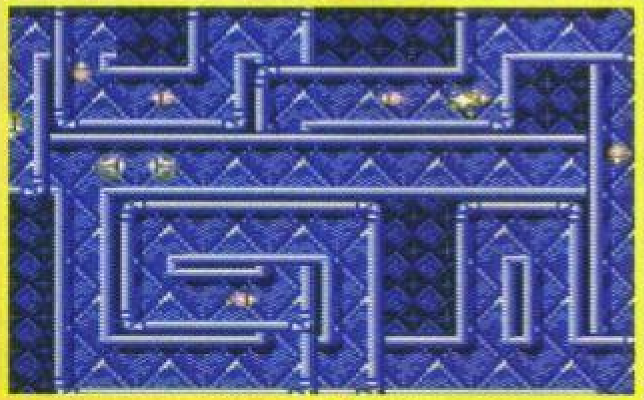
Once an item's been used, drop it from a shelf.
Drop plates and vases to break them.
Use pea-shooter on anyone.
Once in the secret rooms, drop the keys to hold more objects.
Avoid ghosts.
Stand by the door in the 2nd playskool.
Drop the clay when the green man appears.

INSPECTOR HECTI

Hi Tec

Level Passwords

5	MAN
10	DISK
15	DUCK
20	GRIM
25	TANK
30	GOLD
35	COLD
40	BANG
45	MUFC



REPTON 3

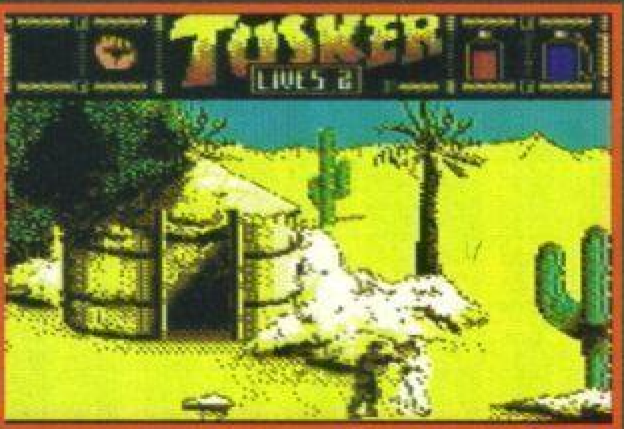
Superior Software

Level Passwords

1a	PRELUDE	2e	MAJESTY
1b	CITADEL	2f	REVENUE
1c	MORNING	2g	FORESEE
1d	AWKWARD	2h	RESERVE
1e	FRITTER	3a	FINALE
1f	LAWLESS	3b	ENLIVEN
1g	RATION	3c	CONTEST
1h	TOBACCO	3d	ILLEGAL
2a	TOCCATA	3e	APPEASE
2b	UPSTART	3f	STUDENT
2c	OCTOGON	3g	AVERAGE
2d	CHAOTIC	3h	PHOENIX

TUSKER

System 3



Tusker's been needing the Tipsters attention for quite some time now because **Daniel Pagett** from Powys has been pleading for advice, along with Midlander **Becky Dixon**. She too wants help with the elephant-related outing. Nothing annoys me more than people phoning me and asking for game tips, but one polite gentleman sounded deeply upset as he explained his *Tusker* problem, so here's the solution for you all.

PART 1

Collect the necessary objects from the desert — gun, ammunition (found in large box), acid bottle, knife and the water bottle.

To collect water have both the knife and water bottle displayed, then stand by a cactus and stab it. Go to the cave entrance and enter the first lead-off cave. Punch and kick the chest to get a useful book. In the water, kill the alligator with the knife. Nip into the end cave beyond the the water and pick up the gold and machete. If you use the book, stand in front of the wall to display the screens which must be crossed. Exit the cave and hack away the bushes with the machete. Move into the jungle keeping clear of natives and monkeys. Use the acid bottle on the chains to free the slug. The slug will not be pleased by your activity, and if you stand in the way death will soon follow; don't bother firing though, it won't die.

TUSKER
LIVES 3

PART 2

The monster can be avoided by walking in broken steps — any in sequence will make it appear. Keep clear of the pot by waiting for it to fall before passing. Get the key from outside the village and then enter that section. Walk through the hut to the left of the bouncing skull screen. Exit via the top corner and traverse through the inside of the village to the screen with the locked hut. A medicine bottle awaits collection. Go into the large huts through the door with the face above it. Move right collecting sling shot and matches in the alter room. Use the matches and punch the idol to burn it. Grab the orb using the punch movement. Enter the screen to the right of this and give the medicine bottle to the angry witch doctor (again use the punch movement). The chief will now stand up and you will see a key in the objects part of the status area. Exit the village and give the key to a native in the screen containing the sliding gate. Pass through the open gates, and it's on to the final part.

PART 3

Collect the small gold nuggets found on the start screens (seven in total). Use the sling shot on the dinosaur before nabbing the nugget. Enter the cave in the side of the mountain and move right to reach the temple. Punch the monkey with the nuggets to make it move back. Collect water in the temple by a punch movement on the statue. Kick the door on the insect screen to release a spider. After the insects have disappeared, collect the icon on the floor. Pick up the object in the plant room (the plant can't be killed) and collect the hammer, chisel and plank from the next screen. Hit the alter in the room with the mummy using the hammer and chisel and the lid opens revealing a brown icon. Collect this with a punch and walk into the room with the empty table. Place the icons on the table in the correct order, they can be picked up again if incorrectly placed. Eventually the combination will be right and a door will open allowing access to the final screens. Put the plank across the chasm by crouching down. Walk over the plank and place the gold nuggets on the scales to stop it moving, the final door will open and the game's completed!

And if that STILL isn't enough, this cheat will throw you onto the last screen with all objects in your possession…

On any level move to the screen right of the one after the first load, and walk to the bottom. Press fire on the joystick in Port 1.

TUSKER
005000

TIPS CLINIC

1UP
666
2UP
1910
TOP
7726

Beads of sweat trickled down my furrowed brow as I anxiously awaited. The blood curdling cry grew ever louder, erupting into gasping screams as the theatre doors opened and the patient was wheeled in. 'Help me Tipster, help me' garbled the stressed youngster, writhing in agony and frothing at the mouth. 'I can't defeat the end guardian, no matter what I try!' I calmed the child and quickly pumped an issue of COMMODORE FORCE into his veins. The chilling cries ceased, silence fell over the room. 'I know the answer!' he cried, 'I'm cured'. Acknowledging the child I replied 'Of course you are ya stupid sap, all game problems are solved at the Clinic', and that's where our story begins...

In issue 1 **Paul Rollie** wanted help with *Dark Fusion.* Well Paul, help is at hand because one thoughtful reader wrote in with this lives listing for the original Gremlin version.

```
0 REM DARK FUSION CHEAT BY ANDY 'THE
BREAKER' PAYNE
1 PRINT CHR$ (147): FOR I=272 TO 322:
READ A$
2 L=ASC (LEFT$ (A$, 1) ): L=L-55: IF L
3 R=ASC (RIGHT$ (A$, 1) ): R=R-55: IF R
4 V= (L*16)+R: C=C+V: POKE I, V
5 POKE 53280, V: NEXT
6 IF C<>5456 THEN PRINT "ERROR IN
DATA": END
7 PRINT "TRAINED FOR COMMODORE
FORCE": SYS 272
10 DATA A9, 00, 85, 9D, 20, 56, F5, A9
11 DATA 1C, 8D, D0, 08, A9, 39, 8D, D1
12 DATA 08, 4C, 10, 08, A9, 31, 8D, 94
13 DATA 90, A9, 01, 8D, 95, 90, 4C, 00
14 DATA 90, A9, A5, 8D, EE, 0A, 8D, 98
15 DATA 16, 8D, 8B, 3E, 8D, FF, 3E, 4C
16 DATA 00, 07, 00
```

Poor **Ben Downton**; not only does he live in Kent, but he has no idea how to kill Baron Von Blubba in *Bubble Bobble.* Well lift yourself out of that depressed state Ben, **David Panell** (W. Yorks) possesses that very information.

Collect the bottle with a star on it. This lets you blow lightning bubbles which can be burst. Fire enough in Von's direction and he's history.

Offaly is the official hide-out of **Gary Guilfoyle**, and he took note of the awful situation that Robert Fynes was in with *Treasure Island Dizzy.* Thanks for the help Gary, may dainty lambs forever kneel before you.

1. Get the shovel.
2. Go to the island and drop the snorkel and shovel.
3. Pick up the shovel and press fire.
4. Now get the snorkel and go under water to the bouncing rock and use the shovel again.
5. Make your way back to the island and collect the sharp glass sword before journeying back to the rock.
6. Climb onto one of the bubbles and you'll reach the second island.
7. Go to the grave and use the sword to fall down into a pool of water.
8. Walk to the shallowest part, don the snorkel and swim to the sea wall.
9. Pick up the dynamite and go to island 1 where you will find an infra red detonator.
10. Next, walk to the gold mine and use the dynamite and detonator to discover the gold.

INTENSIVE CARE

Peter Owen from Hull is after help with *Rainbow Islands.* Peter's wondering where the secret rooms are, he has all the crystals but can progress no further.

Football management game *The Double* is giving **Brian Edwards** from Kent financial problems. If you know of any listings or tips to improve the amount of money your club has, Brian would be grateful.

MORE

And now a selection of short tips for a large selection games; these are the Force readers that made it possible! **Paul Doolan** (Lincoln), **Neil Welsh** (Lancs), **Colin 'Skull' Tracey** (Stirling), **Robert Rae**, **Daniel James** (Herts), **Carl 'Cracker' Dickinson**, and **Marc Cobelli** (Dorset). Thanks for your letters of tips guys, if only more people would staple their stuff together...

RICK DANGEROUS

- **Firebird/Kixx**

When presented with the high score table, type in FLUFOMATIC to take your pick from previous levels.

NINJA MASSACRE

- **CodeMasters**

LEVEL	CODE
5	SNOW
10	BEER
15	STAY
20	BARD
25	HOLE
30	HUGE
35	EASY
40	WIDE
45	COLE

GHOSTBUSTERS

- **Activision**

Enter your name as ANDY 777. Millions of pounds now line your wallet.

MONTY PYTHON

- **Virgin**

Tap in ANNE CHARLESTON. (with full stop). Dying will be highly difficult as infinite lives are yours to fritter.

RETROGRADE

- **Thalamus**

The phrase I HATE BROS can never be used enough, and it serves a great purpose in this ace jetpacking blast. Before loading, hammer in the words at the bottom right of the screen; if successful, the high-flying hero has permanent maximum energy.

BUDGET BAG!

Andy Wain, a Worcester wanderer, has a tasty morsel of a cheat — in fact he's got a snack full!

BATMAN THE MOVIE

- **Ocean/Hit Squad**

Reach the end of level 1 and wait until you have less than half your energy left. On your last life shoot Jack Napier. Lives are yours in infinite amounts.

SCORE 0005400
HI-SCORE 0350000
TIME 01:07

I AM HIRO,
HE LAST OF THE BLADEKNIGHTS
MUST REBUILD THE FIREBLADE
AND BRING THE DAWN...

SWITCHBLADE

- **Gremlin/Kixx**

Hold down all the keys (give or take a couple) on the title screen. If you do it right, the game starts on a later level.

THE SAME!

BOUNDER

● Gremlin

For those in need of a helping hand and-a-half, hold down the keys 1, Q, A, 2, SPACE BAR. Day dream for 30 seconds, and the border turns grey. The guy responsible for this info, Robert Rae, clearly states that the cheat may not work for all versions — try it and find out.

BUTCHER HILL

● Gremlin

Level codes;

Level 1	RATTLEANDHUM
Level 2	WIDEAWAKEAMERICA
Level 3	JOSHUATREE

In addition, type MAP. Surprisingly, this will reveal a layout of each section.

NEW ZEALAND STORY

● Ocean/Hit Squad

On the options screen, press SHIFT LOCK . Get a book, cover the keyboard and push it down (so all keys are pressed — see, it does make sense). This causes the border to turn grey. Start the game, and by thunder the little fluffy chick has vast masses of lives. You may like to give the top-left arrow key a prod, as this whisks you away to the next level.

ARKANOID 2

● Imagine/Hit Squad

This addictive ball-'n'-batter started drawing it's pension long ago, but to make it immortal type DEBBIE S (with space) while the high score table's displayed.

TEENAGE MUTANT HERO TURTLES

● Konami/Imageworks

Just when I thought those pathetic creatures were well-and-truly gone for good this cheat arrives from the depths of the sewers.
Keep CONTROL, A, B, L, P firmly pressed for hulks of lives and energy.

HALL OF FAME

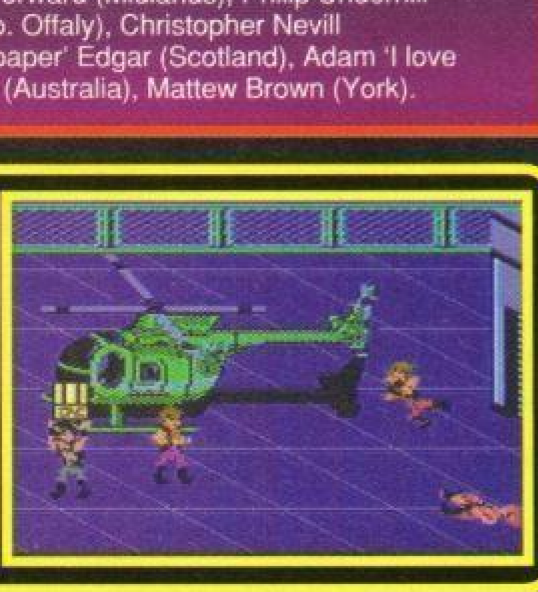
It's a tough battle to make it onto the tips pages, resulting in a lot of casualties. Here are the people who couldn't quite climb the battlements.

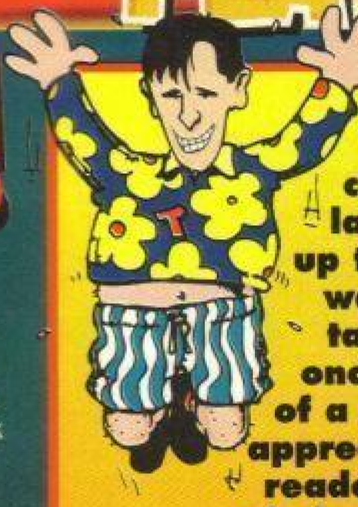
David Garner (Sedgley), Andrew Vibert (Jersey), Gavin Harris (Derby), Nathan Weston (Blackpool), Craig T. (Edinbourgh), Nathan Jolly (Australia), Peter 'acidic' Lush (Midlands), Steve Price (Birmingham), Richard Bernard (E. Sussex), Savage Animal (yeah sure!) (Kent), Colin Murray (Glasgow), Mark 'Mini' Forward (Midlands), Philip Underhill (Warwickshire), Robert Rice (Co. Offaly), Christopher Nevill (Maidenhead), Martin 'scrappy paper' Edgar (Scotland), Adam 'I love England, honest!' Pedley-Smith (Australia), Mattew Brown (York).

DOUBLE DRAGON 2

● Virgin/ Mastertronic

When informed to 'zero counter', turn over the tape and press space. Play the cassette and the last level will re-load, player one has a huge amount of lives.





All good things come to an end; the sun sets, the pub closes and my excuses for being late run dry. So it's time to tuck up the tips column with a hot water bottle and a couple of pop tarts and lay in wait 'till it rises once more. If you're in possession of a cheat which you believe will be appreciated by several thousand readers then blow caution to the wind and send it in. Don't include SAEs demanding a personal reply though, we just don't have the time. The more original playing tips the better (please, no more *Dizzy* requests or solutions, they've been mapped and cheated to death!) the brightest will earn an Action Replay cart so get working and sling it all to: *The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 IJW.* Finally a quick mention about a lad called Aldan Wallace **— I like being sent tips, but not ones that have been ripped out of other Commodore mags, and I mean ripped out — literally! Dear oh dear Aldan, the mind boggles at your actions.**

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FAST BLASTIN', ACE RATIN',
RAVE REVIEWIN',
JOYSTICK JUGGLIN'
COMMODORE
FORCE
SIMPLY LIGHT
YEARS AHEAD!

OLIVER FREY

BASH YER BRAINS

Who are The Beatles anyway? BASH THE BARBARIAN hasn't got a clue, but if they cross him he'll introduce them to an axe with no strings attached... Take it away, Bash!

MAIL BONDING

By Crom the mailbag was full this month, with loads of poor souls looking for a helping hand. Here are a few pointers — if anyone else needs assistance, send your mail to BASH YER BRAINS, not the letters section. Keep your swords sharp and your little brass lanterns shining brightly.

James O'Donovan of **Cork**, Eire wrote in with a whole list of problems he has been having with recent covertape games. Here's his list...

ATALAN

Q. How do I cross the gorge?
A. Chop the tree with the axe AFTER you have cut the bamboo. You will get a nice large log to put over the chasm.
Q. How do I kill the snake?
A. Try playing it a tune. It won't kill it but it might just frighten it off.
Q. How can I open the oyster shell?
A. With the trident.

BLACK KNIGHT

Q. How do I get past the dwarf?
A. If you examine the barrel/cask in the Tavern you will soon discover there's a hidden room behind it. Under the debris in that room you will find a grid. If you smash it with the hammer you'll find what he wants.
Q. What's clinking in the cellar under the trapdoor and what is the cleft in the tree for?
A. Two problems solved in one. If you look in the cleft you'll find a Lodestone — a medieval name for a magnet!
Q. How do I milk the cow?
A. Get the stool, bucket and bunch of daisies from the village green. Give the daisies to the cow and she'll let you milk her.

THE CASE OF THE MIXED-UP SHYMER

Q. How do you get the cat back out of the well?
A. Tommy Stout will help you. He's in the bell tower. Ring the cow bell and he'll race to the well. If you talk to him at the well and give him the rope he will rescue your cat.
Q. How do you help the sheep?
A. Never heard of Baa Baa Black Sheep?

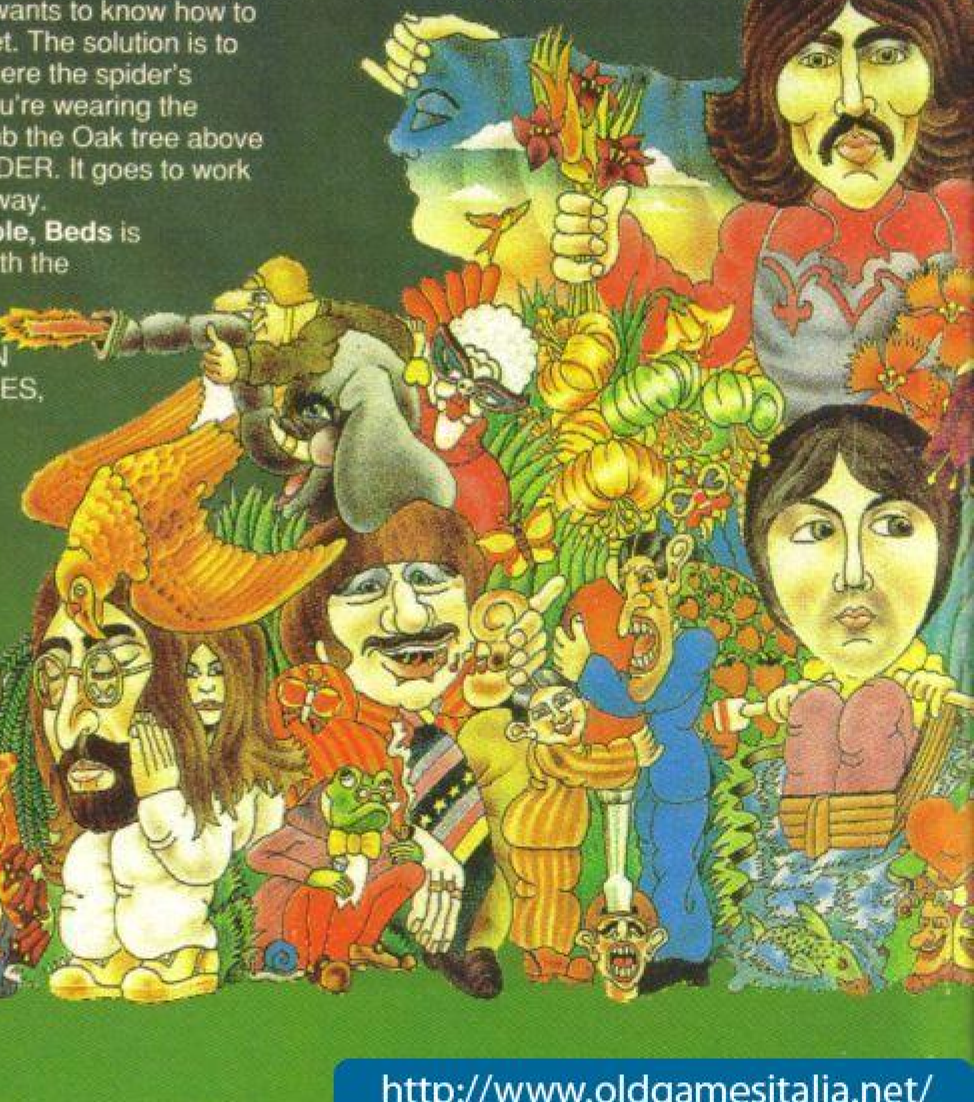
What do you mean 'They are all white?' The tin of paint in the haystack should do the trick!

D. Hall of **Salford, Manchester** is also having trouble with SHYMER and wants to know how to get the Spider to Miss Muffet. The solution is to climb the Scyamore tree where the spider's lurking and (making sure you're wearing the gloves), GET SPIDER. Climb the Oak tree above Miss Muffet and DROP SPIDER. It goes to work and frightens Miss Muffet away.

Sean Roblett of **Dunstable, Beds** is having loads of problems with the dragon in *THE PAWN*. The dragon can be sorted out if you SHINE WHITE ON SHAPES, POINT TO SHAPES, GO NORTH.

Mrs Beddis of **Bury, Lancs** writes to ask where she can get hold of a golden oldie called *THE HOBBIT*. It's very difficult to get many of these good old adventures these days — try the second hand market. My advice to anyone on the look-out for older games is to subscribe to *Adventure Probe* Magazine. This contains an In-Touch column where you find lists of second hand games for all computers. These are all originals and in good condition, and the prices start at a mere 50p each. It's also a good place to swap or sell your old adventures when you've finished with them. Advertisements in the column are free to subscribers, and the rest of the magazine's a great read too! I've read *Adventure Probe* since it started way back in June 1986, and Crom knows I can't praise it too highly! It comes out each month and costs £2.00 per issue.

Finally, a message to **Kostas Tsourinakis** of **Greece**; Get yourself some glasses pal! The first issue of COMMODORE FORCE didn't say I was 'big and bald', It said 'big and BOLD'! I've sharpened my blades just in case someone's taking the rise here...



SPECIAL OFFER

Tony Collins of The Guild has kindly offered another special discount for COMMODORE FORCE adventurers — you can now buy *NIGHTMARE* and *NIGHTMARE 2* for only £3.00, a full quid off! Send your coupons to The Guild at the address below, and please state tape or disk.

Please rush me your twin pack of *NIGHTMARE* and *NIGHTMARE 2* at the special price of £3.00.
Name ....
Address ....
....
Postcode ....

HINTS & TIPS

● FROM LEE MORRALL

THE BIG SLEAZE

■ Find the dame at Brooklyn Heights. Avoid Ben Durr in the toilets!

MINDSHADOW

■ Pt3 - Give the girl your hat, but don't forget to collect it!

■ Pt4 - Duck to avoid the dart!

HAMPSTEAD

■ To get the bracket go N, E, E, NE, E, E, NE, N from the entrance to the industrial estate. SW to get back again.

WOLFMAN

■ Close your eyes to avoid the temptation to kill.

JACK THE RIPPER

■ Use the pedestal to exchange objects between itself and the crack.

CONTACT POINTS

The Guild,
760 Tyburn Road,
Erdington,
Birmingham,
B24 9NX.

CHEQUES ETC PAYABLE TO GLENDA COLLINS.

Adventure Probe,
52 Burford Rd,
Liverpool,
L16 6AQ.

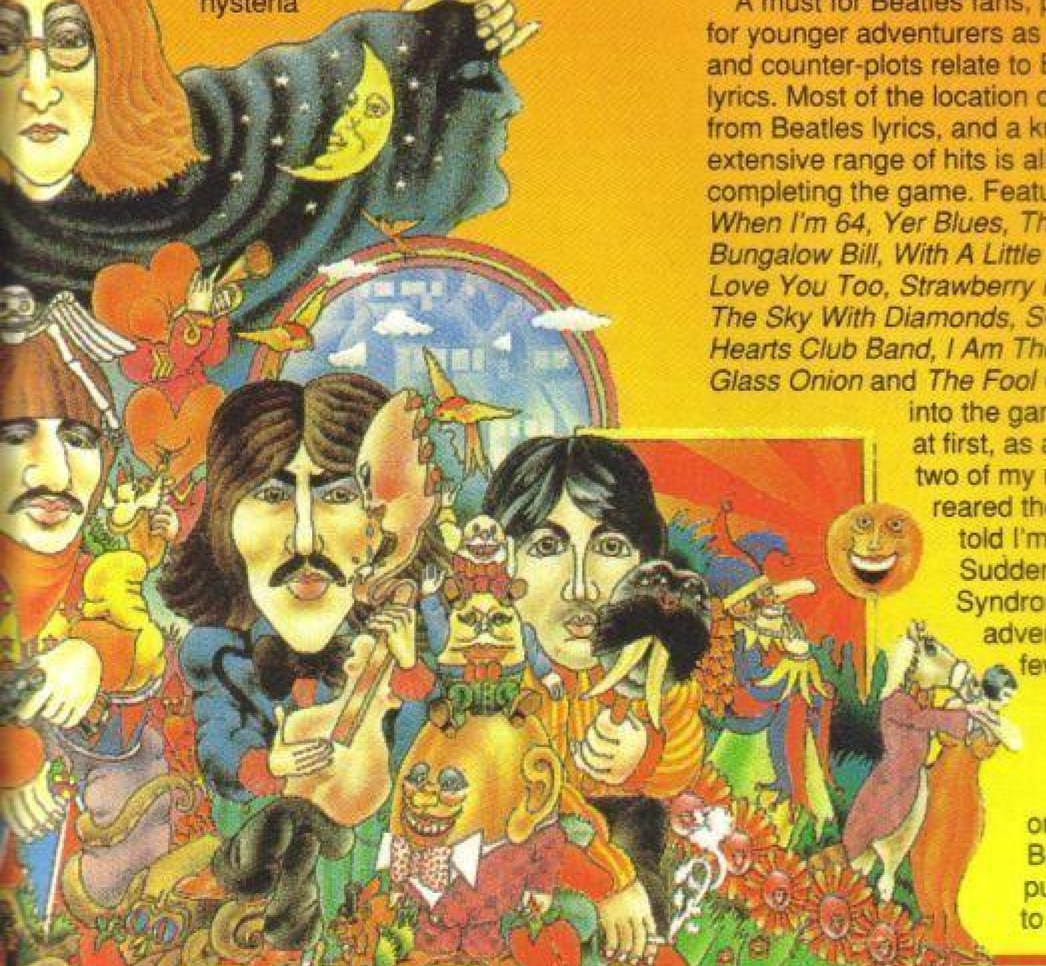
CHEQUES ETC PAYABLE TO G MARSH.

Number 9 Software,
47 St George's Avenue West,
Wolstanton,
Newcastle-under-Lyme,
Staffs.

BEATLE QUEST

■ Number 9 Software £4.50 cassette/disk

This adventure (written on The Quill) has nothing in common with the creepy-crawly type of BEETLE, but an awful lot to do with legendary pop group THE BEATLES. For those too young to remember, The Beatles were the most popular band of the 1960's, causing mass hysteria wherever they went and later becoming the first band to be awarded the OBE. Sounds like a good theme for a game…



Beatle Quest's a large adventure, with around 150 locations. After the opening scene (set in the Mists of Time), you wake in a seedy bedsit in the heart of Beatle Town. You soon find yourself taking a bus to Penny Lane (hope you have as much fun with the sheep as I did)(come again? — Ed), visiting the old school, taking a trip to the circus, riding on the helter skelter and visiting many more weird and wonderful locations (recognise 'em, pop pickers?).

A must for Beatles fans, perhaps it's a little tricky for younger adventurers as all the puzzles, plots and counter-plots relate to Beatles song titles and lyrics. Most of the location descriptions are taken from Beatles lyrics, and a knowledge of their extensive range of hits is almost essential to completing the game. Featured songs include *When I'm 64, Yer Blues, The Continuing Story Of Bungalow Bill, With A Little Help From My Friends, Love You Too, Strawberry Fields Forever, Lucy In The Sky With Diamonds, SGT Peppers Lonely Hearts Club Band, I Am The Walrus, Penny Lane, Glass Onion* and *The Fool On The Hill.* Getting into the game's extremely difficult at first, as after the first few moves two of my most dreaded hates reared their ugly heads — being told I'm hungry and the evil Sudden (and illogical) Death Syndrome, the bane of bad adventures. You only have a few moves to solve a particularly nasty problem before 'Maxwell's Silver Hammer comes down on your head', (more Beatles lyrics). This puzzle's so bad I'm going to break my own rules and and print a clue within a review, albiet backwards. In the MOORHTAB, you must MOOR HCRAES to find an item which (and don't ask my why) keeps death away. There's another sudden death in the bedsit, where you find a beautiful girl sleeping. I couldn't find much to do with her, apart from something rather naughty, for which I got killed! Serves me right I suppose, but when you're stuck you should try everything.

The need to eat comes into play after very few moves. You're told you have 'the hippy, hippy shakes' — doing something unusual to the telephone should help you out there. If you do everything right within the allotted number of moves, you'll soon 'Picture yourself in a boat on a river, with tangerine trees and marmalade skies' It's from this point that the game opens out.

First released way back in 1985, it's now been re-released by author Garry Marsh of Number 9 software. Garry's obviously a real Beatlemaniac and there's no denying a sound knowledge of Beatles lyrics helps the player no end, though I only know a few myself and I managed to complete it eventually. I've mixed views on the adventure as a whole. On one hand I enjoyed parts of it very much indeed, but on the other, two sudden death routines right at the start and the limited number of moves allowed to sort out the problem almost made me throw it through the window! It's a tough adventure, and because of the Beatle theme it could prove a lot of harder for non-geriatric adventurers. However, if you young 'uns want to see how we oldies cut our adventuring teeth way back in 1985, then try it!

FORCE FACTOR 55%

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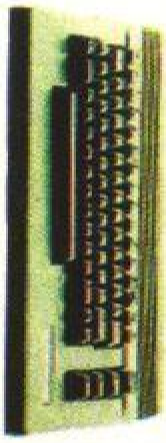

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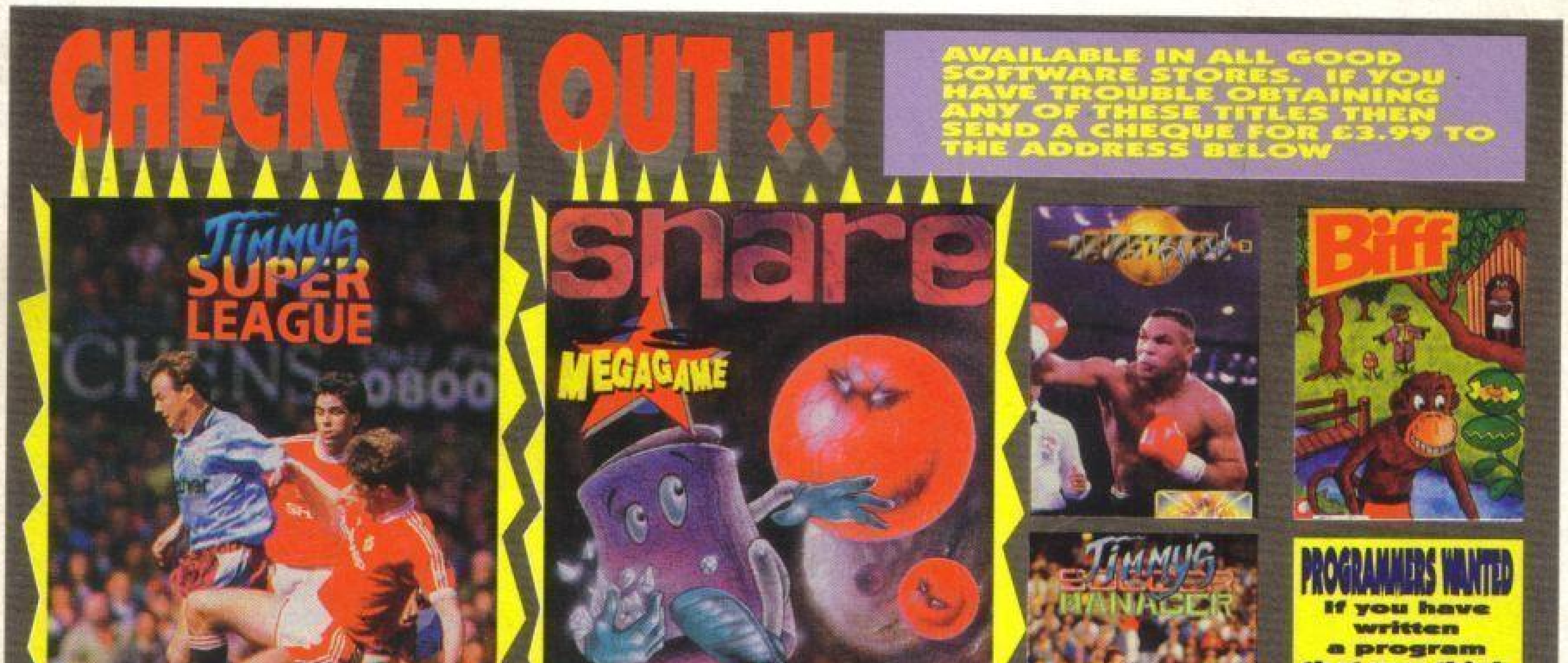

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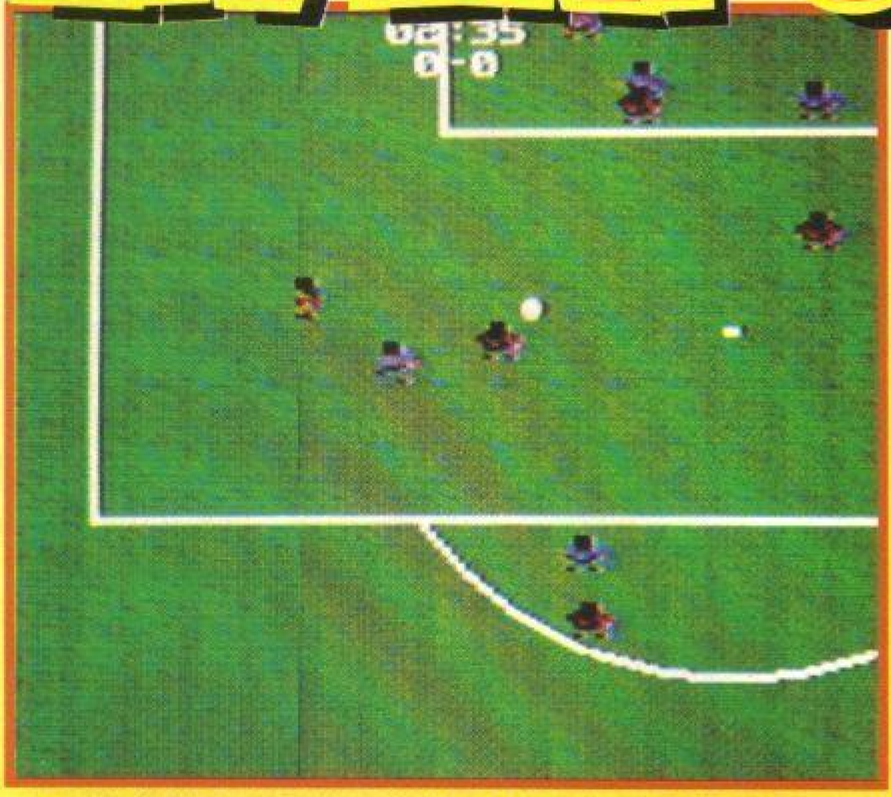
WHATEVER NEXT?

Howdy doodley doo, it's preview time again! Read on, you chortlesome chewits, MILES 'WHOLE NEW BALL GAME' GUTTERY has the lowdown on a couple of sporty sims coming your way in the next few months...

LIVERPOOL



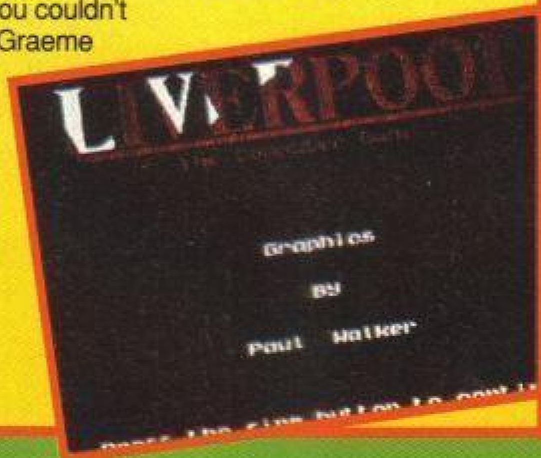
● Grandslam

The name *Liverpool* conjures up different images to different people; dockyards, The Beatles, the Boswells and, of course, one of the most famous and successful football teams in the world — Tranmere Rovers! However, in the shadow of those Merseyside giants another side has achieved a little success of their own. Known simply as Liverpool, a couple of European cups and a league championship or sixteen are just a few of the things littering their modest trophy cabinet. Now Grandslam are offering you the chance to help them to more glory — let's face it, you couldn't do much worse than Graeme Souness (all death threats to the Dep Ed please!).

The game boasts a fully digitised intro, and all relevant competitions (domestic and European) are to be included. There are even referees of differing ability and strictness!

Played using the overhead view style with a full compliment of kick directions and headers, the game promises to be (quote) '...at least as playable as the sixteen-bit versions of *Kick Off*. We can but hope (I hope NOT — have you played *Kick Off*? — Dep Ed). You can even argue with referee's decisions, but be careful — remember those pretty-coloured cards in his pocket. To add interest and depth there's a management element as well, involving team selection, injuries and up to four-match bans for any budding Vinnie Jones's out there.

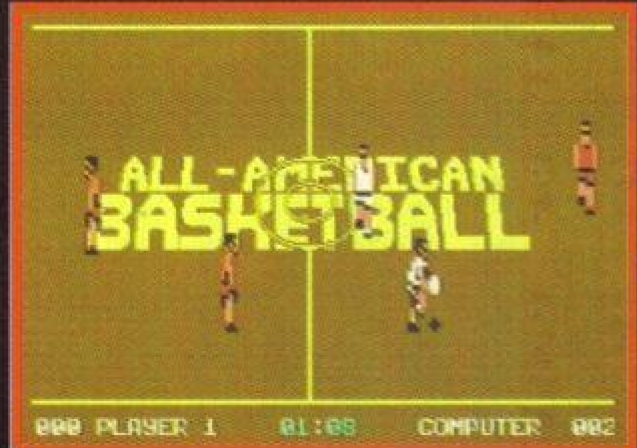
Liverpool looks like being the most absorbing footy fandango yet on the 64 — look out for a full review soon.



ALL AMERICAN BASKETBALL

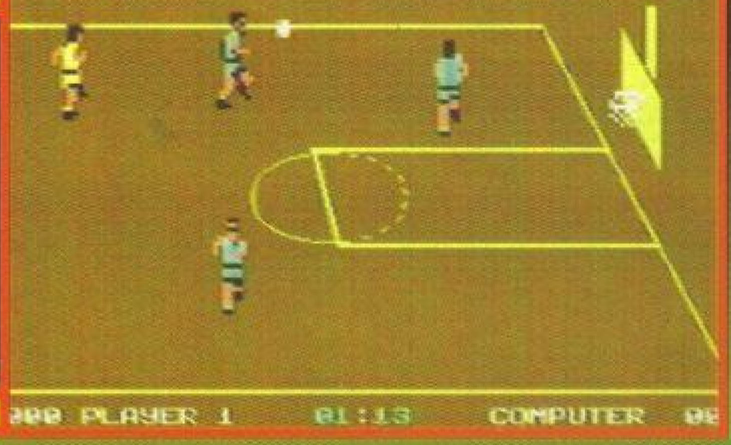
● Zeppelin

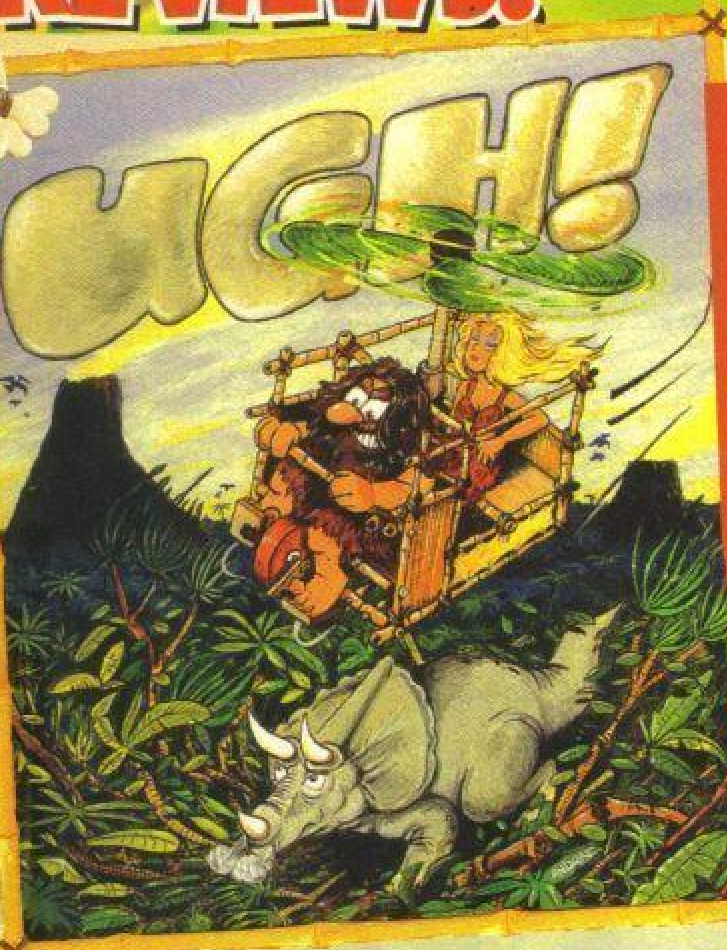
Netball! I mean, it was hardly considered 'right-on' at school was it? But... (but, BUT) introduce dribbling (Yeurggh), swap the schoolgirls for eight-foot-tall blokes (Aaaah), replace the PE skirts with muscle tops (Not the skirts as well), and the all important last ingredient, a slight name change. Hey Presto, Basketball. Hipness found!



Fans of the sport may have noticed a less than overwhelming number of simulations available for our 64k friend, but fret no longer — Zeppelin have the answer to your prayers in *All-American Basketball* (small cheer...).

Played to standard American rules, the sideways-scrolling action will include free shots, penalties, etc. as well as variable strength passes and shots. Tournaments can be entered, team strips changed, and you can take on a friend in two-player mode too. All in all, *AAB* looks like being a worthwhile addition to any sports sim enthusiasts collection. Review next ish!

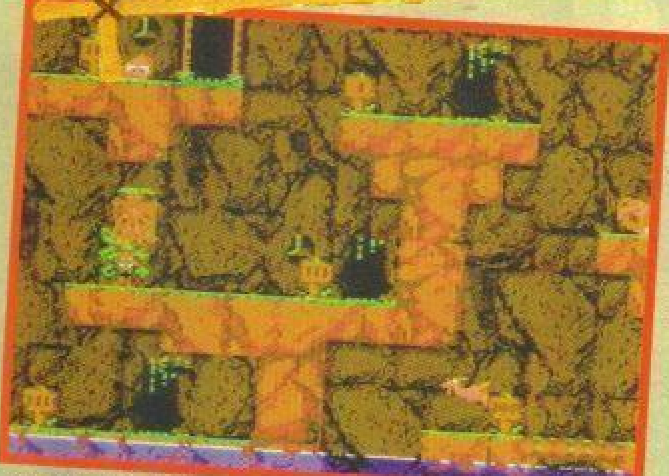




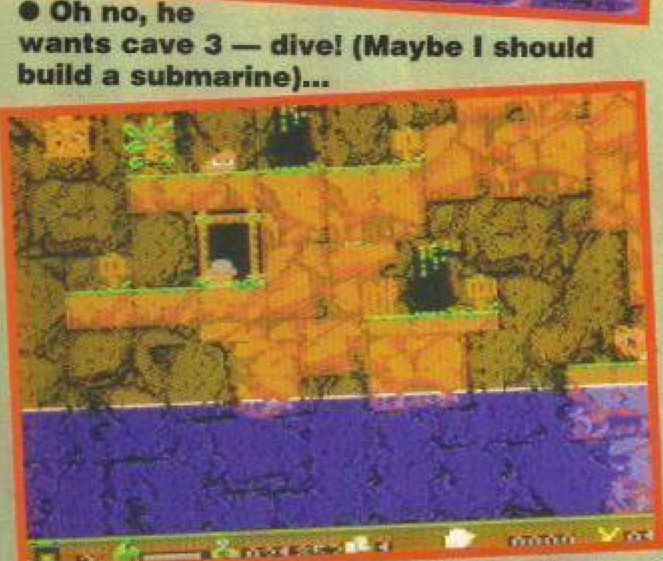
UGH

● Global Software, £10.99 Cassette, £15.99 Disk

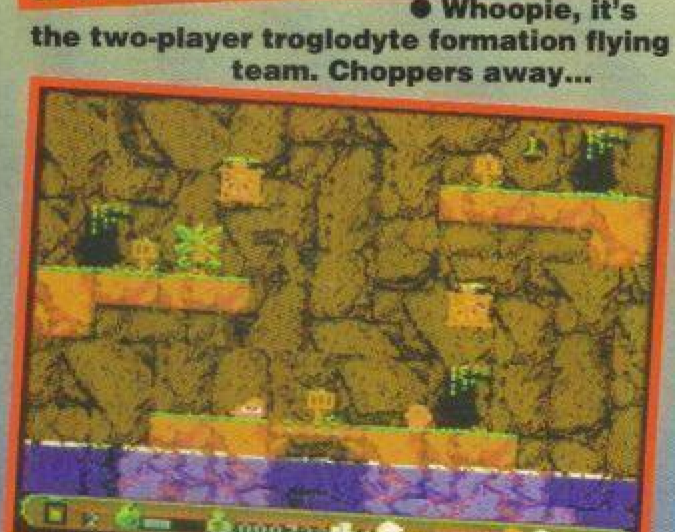
Since the dawn of time mankind has dreamed of flying! For some the dream became reality — MILES 'AND THE WORLD MILES WITH YOU' GUTTERY reaches for the sky...

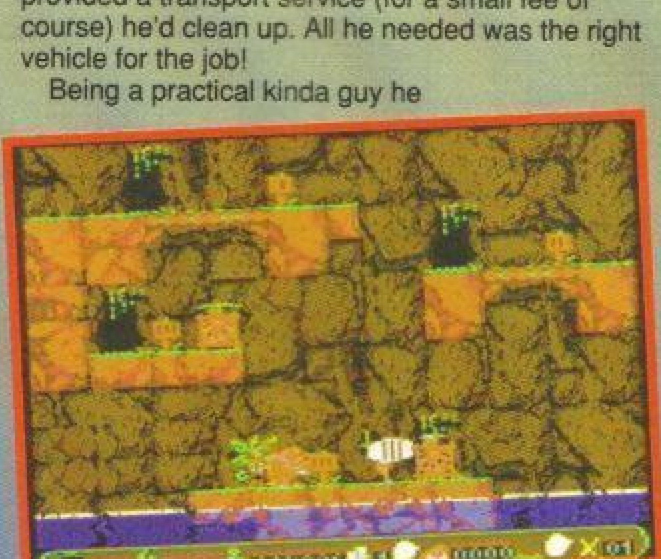


● Oh no, he wants cave 3 — dive! (Maybe I should build a submarine)...



● Whoopie, it's the two-player troglodyte formation flying team. Choppers away...





Ugh was a happy man. He lived in a tasteful middle-class cave on the better side of the mountain and enjoyed a contented existence. Contented, that is, until something terrible happened — he fell in love! No longer could he spend his days lazing around the cave or clubbing passers by. With love comes responsibility, and sure enough the light of his life was soon demanding a new washing machine, vacuum cleaner and dinosaur-skin rug (women, eh?). Not wanting to lose his new found babe, there was only one thing for it — he'd have to earn some money!

In prehistoric times career opportunities were very limited. Undaunted, our entrepreneurial ancestor came up with an ingenious scheme to rustle up cash. Noticing how his lazy neighbours hated walking, it occurred to him that if he provided a transport service (for a small fee of course) he'd clean up. All he needed was the right vehicle for the job!

Being a practical kinda guy he combined his carpentry skills with a little knowledge of aerodynamics plus elevation-against-lift theory, and the result was a crude but effective helicopter — albeit pedal-powered! That's how the world's first airborne taxi service came to be.

Here begineth the game!

Ugh!'s made up of a series of single-screen levels, each containing a number of platforms. Intermittently a caveman will emerge and tell you which of the (numbered) platforms he wishes to visit. You take the role of Ugh and control his contraption, helping as many fellow cave-dwellers as possible. Be quick though — if you leave them hanging around for too long they won't pay.

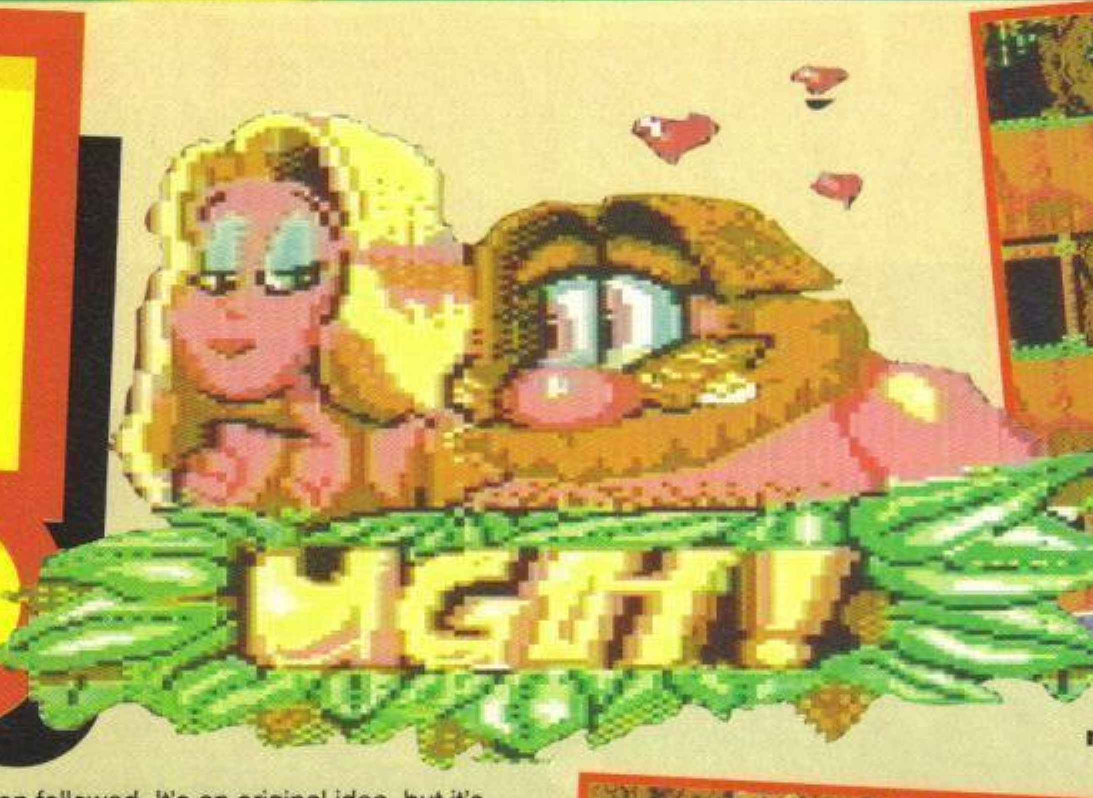
Even on the early screens the helicopter's tricky enough to fly due to the heavy inertia it generates. Later things get seriously hair-raising as the computer throws in various dinosaurs and obstacles to hinder your progress! Peddling's tiring work, so keep your energy bar topped up by dropping a boulder on the trees and munching the fruit it dislodges.

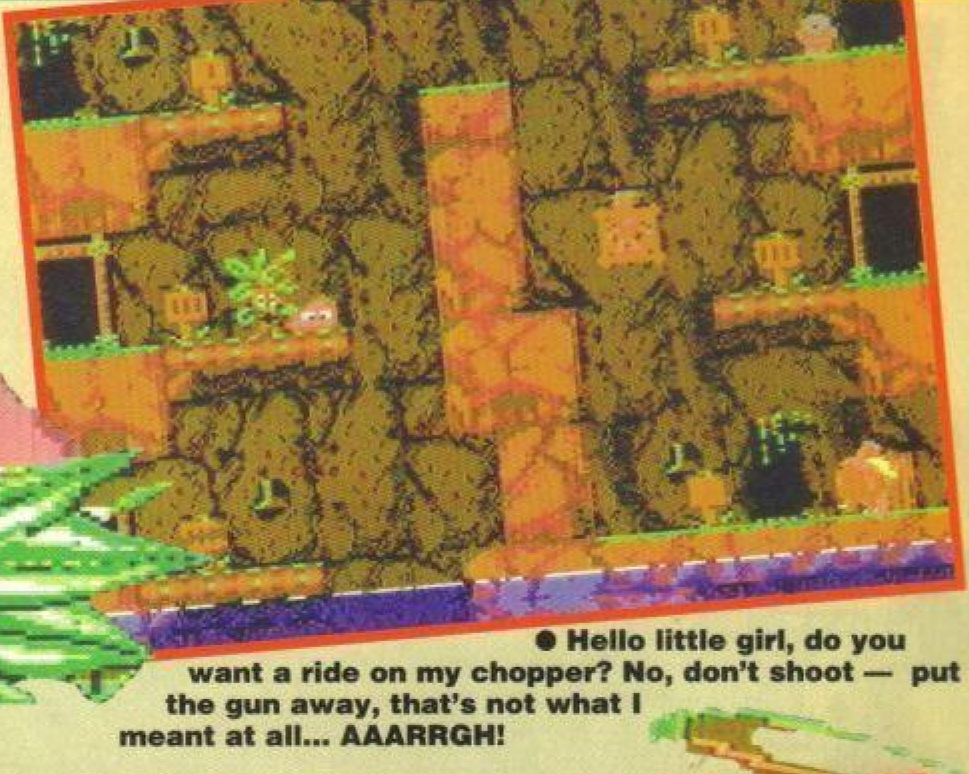
Having seen a demo version some time ago the arrival of *Ugh!* was eagerly awaited in the office. When the big day finally came we fought amongst ourselves for the honour of breaking open the packaging and loading up. A mixed

CHRIS!

When you cast your eyes over *Ugh!*, first impressions are very commendable. But even though the graphics may be detailed, (the shimering water effect is fantastic) play soon becomes very frustrating. The most sensitive joystick movement is required; thrust the stick around and the propelled elevator careers through the platforms into the water. This would prove challenging but later levels are beyond comprehension — time a dive wrong and you're stuck underneath a ledge waiting for the caveman's energy to run out. *Ugh!* is a great and original concept, but when addiction leads to annoyance you soon look elsewhere.

66%





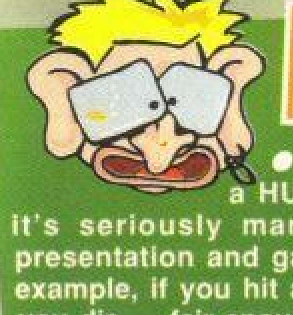
● Hello little girl, do you want a ride on my chopper? No, don't shoot — put the gun away, that's not what I meant at all... AAARRGH!

reception followed. It's an original idea, but it's hindered by some seriously frustrating gameplay — one small slip can mean having to start the screen all over again! Thankfully a handy password system's included, avoiding repetition of screens. Nevertheless the office Commodore did well to withstand a verbal battering that was (to say the least) very heated!

If you're looking for a game that takes time to complete, then *Ugh!* certainly provides a stiff challenge. Those with a low frustration threshold should think seriously before they buy.

Despite a few niggles, *Ugh!* is a highly original game which should provide a great challenge as long as you are willing to persevere...

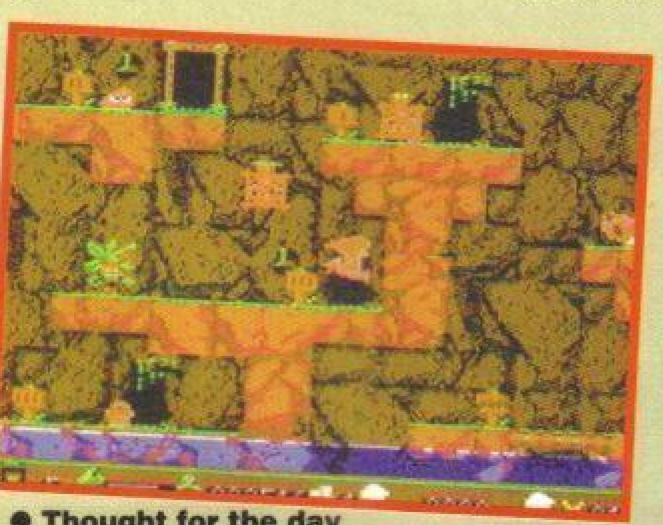
MILES! 78%



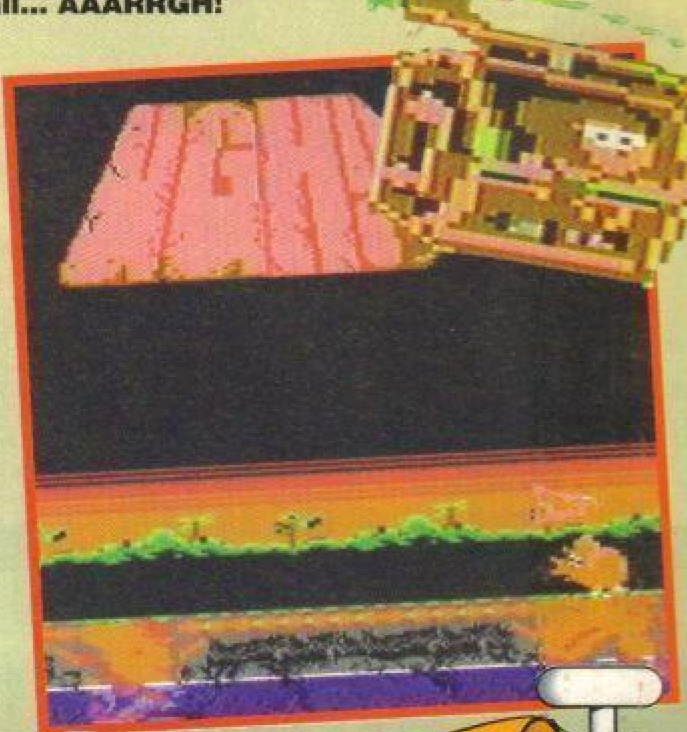
IAN!

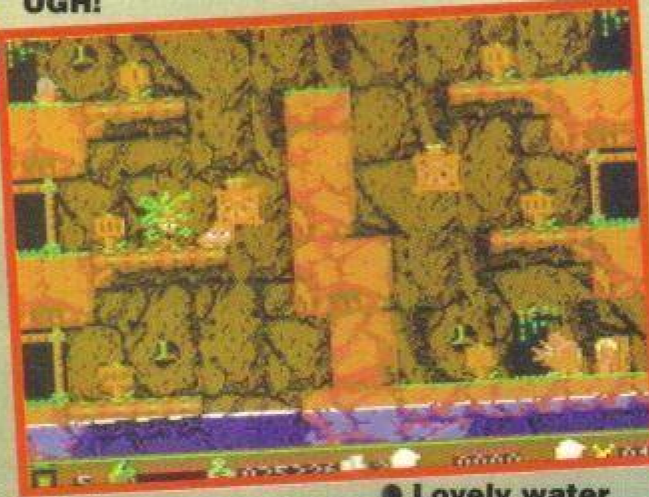
● *Ugh!* could've been a HURRICANE HIT, but it's seriously marred by appalling presentation and gameplay flaws. For example, if you hit a platform too hard you die — fair enough, but why do you fly straight through it and disappear off-screen, which then flicks to the intro page? a small explosion wouldn't have gone amiss. Also, when you run out of energy the screen also flips without warning, or any indication of what's happened. This may not sound too annoying, but believe me it is — it gives it a tatty, unfinished look.
Worst of all is the horrendous, insane difficulty level. Your energy runs out so quickly it's untrue! To make matters worse when you 'bomb' a tree to get fruit it often bounces off the screen, and even if it doesn't you have to be damned quick to get to it before it vanishes!
Ugh! is undoubtedly good, but by no means great. If they'd invested a little more time developing the product it'd be a killer, but as it stands it's a bit of a wasted opportunity (sob).

70%

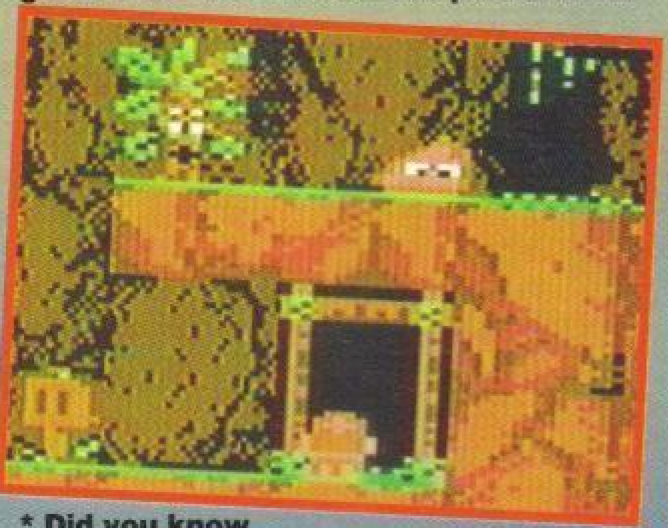


● Thought for the day — if Miles grew a beard, he'd look just like UGH!





● Lovely water effect — it's a pity other aspects of the game look half-finished and prehistoric!



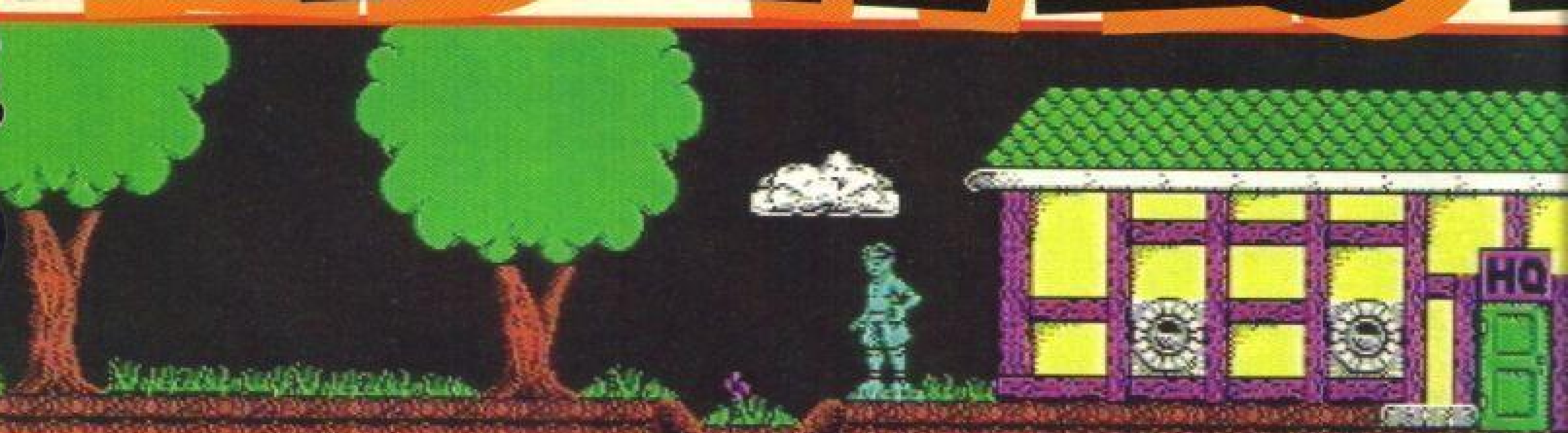
* Did you know
'Taxi' is a song by the late, great Harry Chapin? (No, but I know you're running out of ideas — Ed)

GALE WARNING

PRESENTATION	BASIC OPTION SCREENS AND A PASSWORD SYSTEM	60%
GRAPHICS	COLOURFUL BACKGROUNDS — GREAT WATER EFFECT	80%
SOUND	WORSE THAN A BROS RECORD PLAYING BACKWARDS!	35%
HOOKABILITY	FRUSTRATING UNTIL THE CONTROLS ARE MASTERED	72%
LASTABILITY	PERSEVERANCE WILL PAY OFF IN THE LONG RUN	82%

FORCE FACTOR 71%

WILD WEST



● CodeMasters, £3.99 Cassette

The potato's back! With the debate as to what the Codie's latest superstar actually *is* still raging after several months, MILES 'SPUDGUN' GUTTERY takes a look at his latest epic...

IAN!

● Hmm... breaking the game into bite-size pieces accessed through level codes is a neat idea, but apart from that it's just more of the same.

Dizzy/Seymour arcade adventures have always been pretty similar, but up 'till now they've always taken the genre one (small) step forward. *Prince Of The Yolk Folk* was as large as it could possibly be, so the Codies wisely concentrated on their new level system and better graphics with *Crystal Kingdom. Wild West Seymour*'s a step backwards — a shameless Speccy port, it runs almost as slowly as the early *Dizzy* outings, and the problems... solve one, you've solved 'em all!

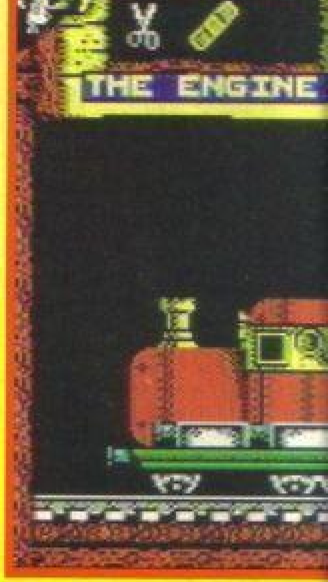
If Codies arcade adventures are to excite again, more attention must be paid to the design. Let's have a more involved manipulation system, one that allows you to use objects in your inventory on each other. Let's have more complex problems, not just bog-standard ones. Above all, let's have a bit more depth. Part of *Dizzy/Seymour*'s charm was it's simplicity, but having been done to death it's begining to grate. Maybe it's time for a change of outlook.

54%

After a brief flirtation with saving the environment in *Super Seymour* and a short lived career moonlighting as a policeman in *Sergeant Seymour — Robot Cop*, Seymour's back where he belongs — in the movie biz! His latest project's a sprawling western, but (as usual) production has run into a plethora of technical hitches before it's even begun. Most of the problems are down to the devious tricks of the evil El Bandeeto who (for reasons best known to himself) is determined that the film never makes it to general release!

The fiendish villain's thrown the studio into uproar! No one knows where the script is, and worse still important equipment's been hidden or mislaid. To make matters worse the film crew have gone off to search for the missing items, leaving poor old Seymour to sort it out on his lonesome! One or two of the studio staff are still hanging around, such as Claire the receptionist and Pete the camera-man — they seem to have problems of their own, but help them out and they give you a useful object or a clue in return. Having rectified the turmoil at HQ it's off to the States to begin shooting (the movie, silly).

Act two sees the hapless vegetable rushing to catch his train. Unfortunately he has no ticket, he's lost his wallet and the train is almost due to leave.



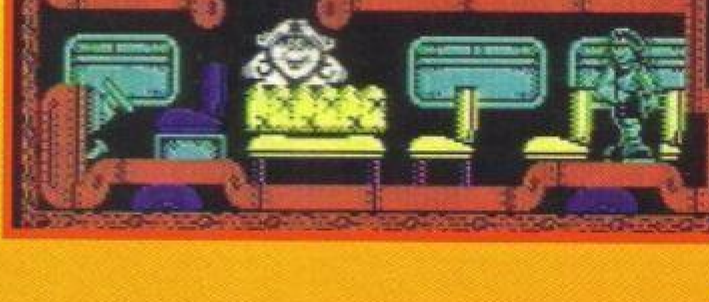
Train Of Thought

On to act three. The evil El Bandeeto's sabotaged the train (What a rascal he is, eh?), leaving Seymour stranded in the desert! Cue more puzzle solving and careful exploration of scenery.

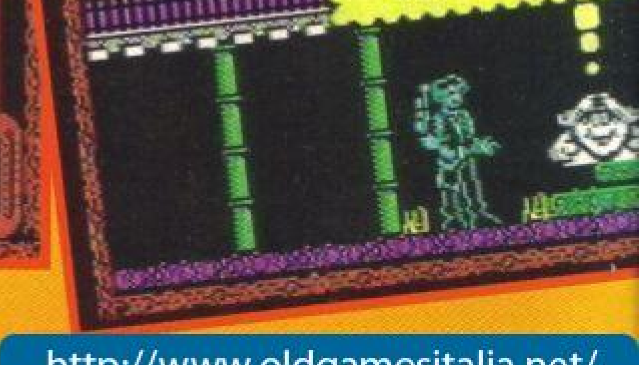
After getting the train back up and running, our hero finally makes it to the final section — the film shoot!

When Seymour first appeared it seemed he was to be Dizzy's successor as Codie's standard bearer. After a couple of simplistic but playable arcade outings and an inferior Dizzy-esque arcade adventure, his credentials aren't

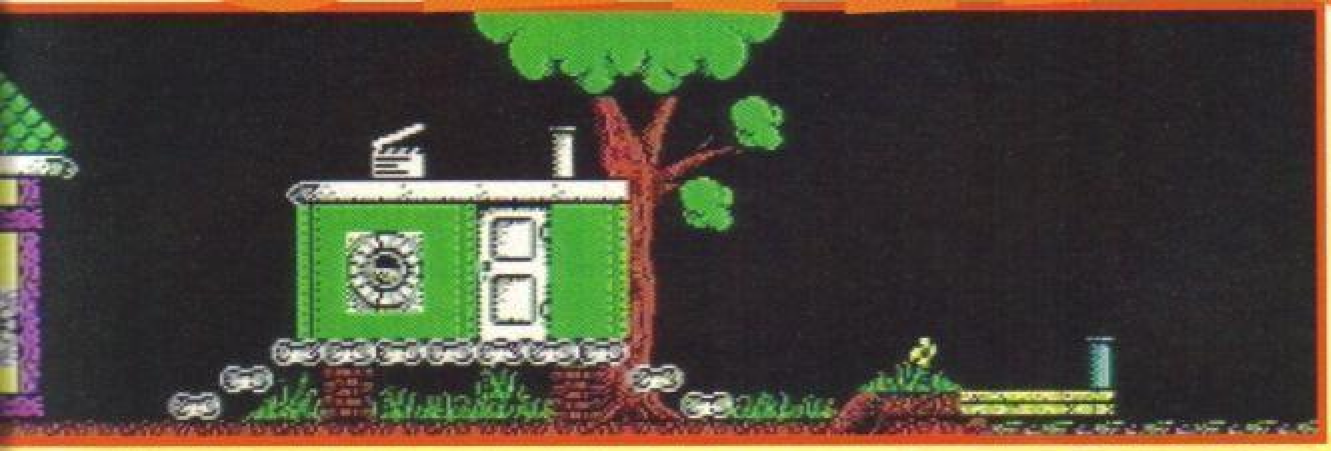
● "I'll 'ave you Butler!" — Codie's own spud-u-like could be just the ticket for budding arcade adventurers. Ding ding!

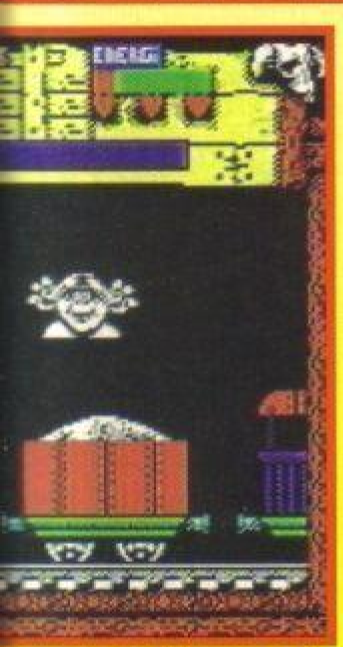


● Naughty Seymour — how dare you suggest that the young lady would drop one in a sacred temple!?

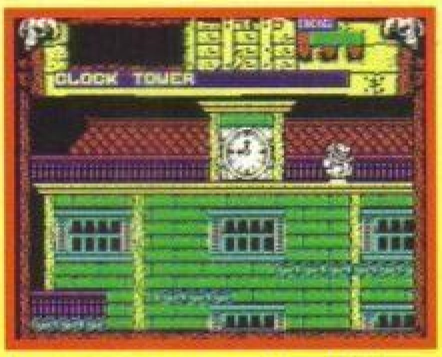


SEYMOUR





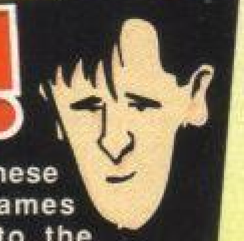
particularly overwhelming. Whereas Dizzy was a little bland and colourless, the games he starred in were full of character! Seymour, on the other hand, is just plain annoying! His world is graphically dull, and to add insult to injury his latest starring roll is a blatant Spectrum port that makes no attempt to utilise the superior colour capabilities of the C64. Unlike Codie's earlier arcade outings, *Wild West Seymour*'s made up of four stand alone sections accessible by a rather spiffy password system: Having completed a section you don't have to go through the rigmarole of solving the same old puzzles every time. In this respect the game borrows from the recent *Crystal Kingdom Dizzy*. The essential difference is where each of *CKD*'s levels is a respectable game in it's own right, the sections in *WWS* are tiny, only ten to fifteen screens long! This means they're laughably easy, making *Wild West Seymour* a complete non-starter in the lastability stakes...



WWS was initially sold as part of a compilation and as such was okay to wile away an hour. As a release in it's own right it really is a disappointment. I usually find this style of game highly addictive and very rewarding to complete, but the only feeling I had on completing *WWS* was immense relief that I wouldn't have to play it again! Strictly B-movie stuff.

MILES! 56%

CHRIS!



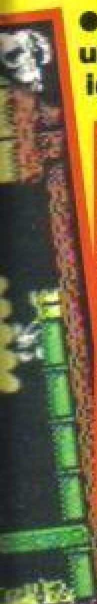
● You'd think by now these Codie puzzle/arcade games would look different to the Spectrum versions, but low-and-behold they don't. *Wild West Seymour*'s no exception — the graphics are stale and watery, especially the main sprite, and 'attention to detail' must've been erased from the menu. The puzzles are quite tame, each needing little thought, and after a few plays it's all sorted. The majority of time's spent judging Seymour's leaps! If only he could change direction in mid-air, I wouldn't have swore half as much! There's a remarkable resemblance to a certain egg-shaped character, but the yolk's adventures are far better in content. Seymour's home ground should be on a compilation, but in the vast universe that is the C64 market, as a stand-alone game it'll struggle to gain friends.

57%

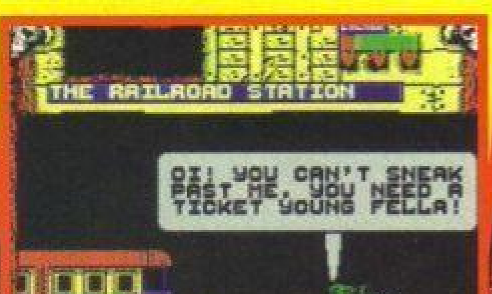
GALE WARNING

PRESENTATION BORING INTRO, BUT SOME AMUSING TOUCHES	62%
GRAPHICS DRAB BACKS, WELL ANIMATED (IF CLUMSY) SEYMOUR SPRITE	54%
SOUND GOOD, ATMOSPHERIC TITLE TUNE TO BOP TO!	80%
HOOKABILITY IT'S INITIALLY QUITE PLAYABLE ENOUGH	70%
LASTABILITY PLEASE ROLL ON DIZZY VIII, ALL IS FORGIVEN!	30%

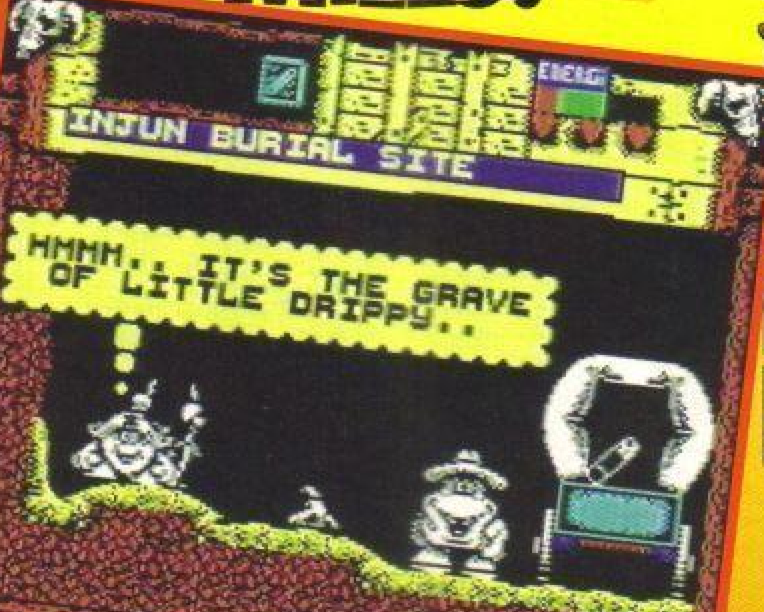
FORCE FACTOR 56%



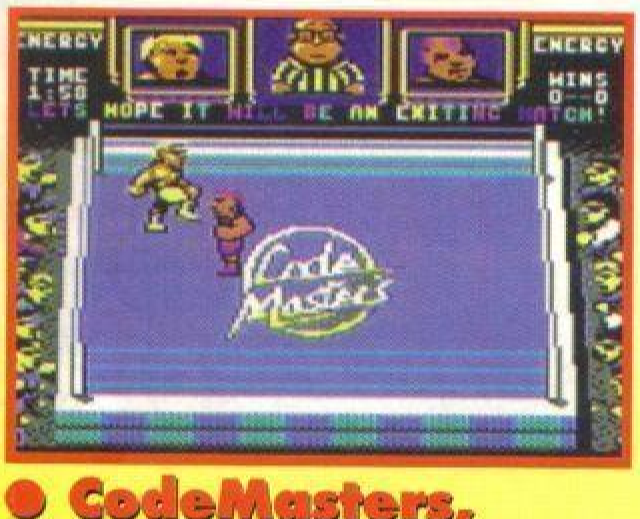
● Typical, isn't it? Put a man in uniform and he starts getting ideas above his station! (Below)



● Now that Seymour's off the waggon, does it mean he'll be getting Dizzy? (Sorry!)



WRESTLING SUPERSTARS



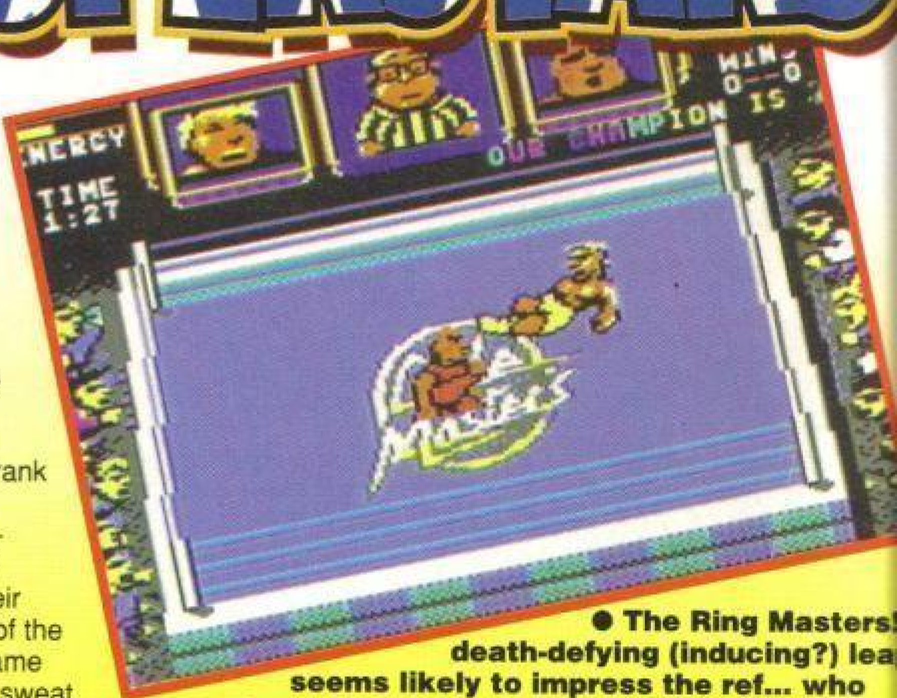
LETS HOPE IT WILL BE AN EXCITING MATCH!

● CodeMasters, £3.99 Cassette

Who can deny the positive cultural effects Sky TV has on our green and pleasant land? Such delights as Danish 3rd division soccer, The Simpsons and of course that wonderful (and totally unchoreographed, honest) dancing spectacle known as WWF Wrestling! MILES 'OIL MOIDA DA BUM' GUTTERY grips his grapple and takes on all-comers...

I remember Big Daddy and Kendo Nagasaki. The goody and the baddy — you knew where you stood with those guys. Suddenly, though, wrestling's acquired something it lacked in days gone by — heaps of hype, inspiring a legion of T-shirts, videos, slippers, bog rolls, you name it! The stars of the 'sport' even recorded their own single (number 4 in the charts at the time of writing). The big question I can't help asking is if these huge muscle-laden prannies are so damned tough, how come they go down without even hitting each other? Watching too many Frank Bruno fights I suppose...

After Ocean's excellent officially-licensed release, the Codies have jumped on the bandwagon with their own computerised representation of the sport. For maximum realism the game comes complete with a jar of false sweat to rub all over your body, a vast amount of jewellery to ponce around in during pre-bout interviews and a generous helping of Patel's 15-megaton nuclear curry to give your voice that rasping macho tone. Actually that's a lie, but the game does attempt to incorporate most other essential elements of this great American institution. There's the incredibly condescending and excitable commentator (who bears an uncanny resemblance to Ronnie Corbett), a range of mouthy and unpleasant opponents and the obligatory slanging match prior to the fisticuffs.



OUR CHAMPION IS

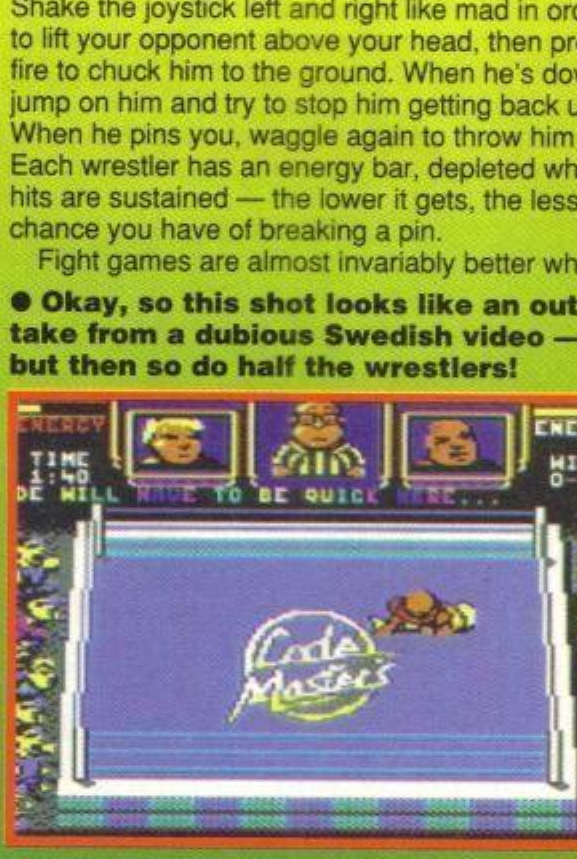
● The Ring Masters! death-defying (inducing?) lea seems likely to impress the ref... who looks disturbingly like Ronnie Corbet!

You Grunt, I'll Groan...

On to the fight. The player has a number of moves available to him. A punch (very weedy), a kick (slightly better) and if you run very fast against the ropes you can bounce off and give the other guy a right thraping in the head (well smart). You can even climb onto one of the posts at the corners of the ring and jump on him! Occasionally you get into a grapple, and then it's waggling time. Shake the joystick left and right like mad in order to lift your opponent above your head, then press fire to chuck him to the ground. When he's down, jump on him and try to stop him getting back up. When he pins you, waggle again to throw him off. Each wrestler has an energy bar, depleted when hits are sustained — the lower it gets, the less chance you have of breaking a pin.

Fight games are almost invariably better when played against a human opponent, so it's curious that the programmers have neglected to include a two-player option. It's true that the number of moves is limited, but I personally didn't find this offering quite as dire as the others did. OK, so you feel like your arm's going to fall off after the second bout (the waggling is strenuous to say the least), and the lack of head-to-head action's a bit of a slam in the solar plexus. Even so, if you're looking for a wrestling game and can't afford *WWF* then *Wrestling Superstars* is alright for a bash now and again.

● Okay, so this shot looks like an out-take from a dubious Swedish video — but then so do half the wrestlers!



HE WILL HAVE TO BE QUICK HERE...

MILES! 59%

GALE WARNING

PRESENTATION	AMUSING TOUCHES AND DISTINCTIVE OPPONENTS	70%
GRAPHICS	SPRITES ARE CHUBBY BUT SMOOTH	72%
SOUND	A CROSS BETWEEN A RAILWAY STATION AND A PUBLIC BOG	45%
HOOKABILITY	RESPONSIVE CONTROLS MAKE IT EASY TO PLAY	65%
LASTABILITY	THERE'S NOT MUCH HERE, I'M AFRAID...	40%

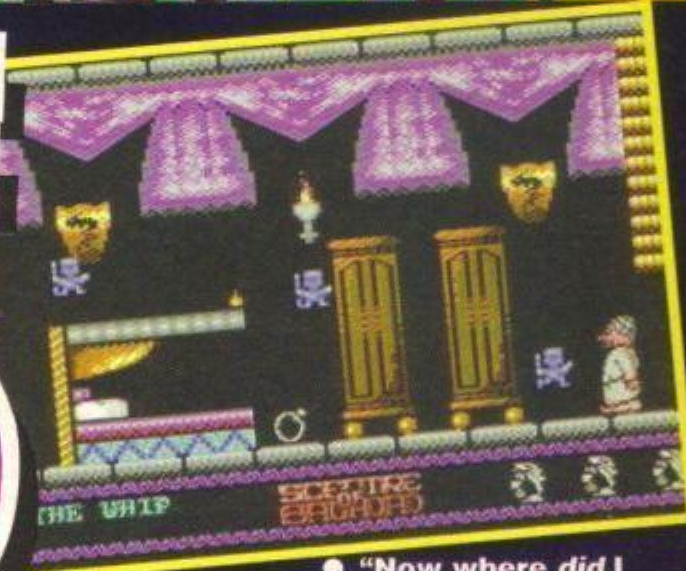
FORCE FACTOR 47%

CHRIS!

● Gone are the days of TV wrestling on Saturday afternoons. The cumbersome Giant Haystacks using his perfected buttock-press on the equally large Big Daddy, and the placid commentary of Mick McManus — 'Oh, what a beautiful half Nelson'. I never knew what a full Nelson was, let alone a half one. Grappling these days is a much hyped affair, owing more to glam rock and mime artists than anything else. It's painfully obvious that *Wrestling Superstars* is trying to cash in on the vastly popular 'sport' from America, but competing against *WWF* will prove a hard fight, especially when so few moves are included. What really kicks it in the turnbuckles is the amount of joystick waggling required. All in all, it's a shot of steroids in a deflated pectoral.

34%

SCEPTRE OF BAGHDAD



● "Now where *did* I put that Supergun...?" asks our Arabian hero. "I must ask that nice Mr Major!"

● Atlantis, £3.99
Cassette

Nowadays it may be a certain Iraqi dictator's hide-out, but long ago Baghdad was a mystical place. While Sinbad tackled one-eyed ogres, wealthy kings regularly held parties in honour of themselves — CHRIS 'SHEIK HERDER' HAYWARD visits John Menzies to find the ruler...

The air of Baghdad is tinged with excitement; at noon, you (the ruler of the city) must hold high the legendary sceptre, so claiming your right to rule over the land and its people. Of course, ceremonies never quite go to plan, especially when an evil wizard plants monsters and beasties all around your castle in an attempt to stop your public appearance and tries to seize the sceptre for himself.

Because of ol' wizzy's interference, Baghdad's all of a dither. For starters, everyday objects have grown in size — some even gained a life of their own! The only way to undo the wicked one's work is to clean up the city using your wit and intelligence (your what? — Miles), which basically means collecting objects and solving problems in the usual arcade adventure manner. By combining items different results occur, such as waking a helpful genie or revealing a hidden room. The monsters you encounter also need taking care of, but the slaying can't commence until the correct items are found. Medusa can only be destroyed using (deleted — no clues here — Ed), but you need to complete a bonanza of puzzles before it can be grabbed, and so on. Tidy up the city, degiblet key monsters and the sacred sceptre ceremony can go ahead as planned.

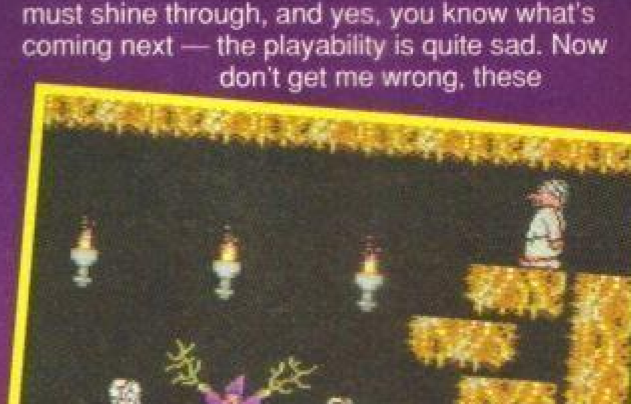
Dated Dealings

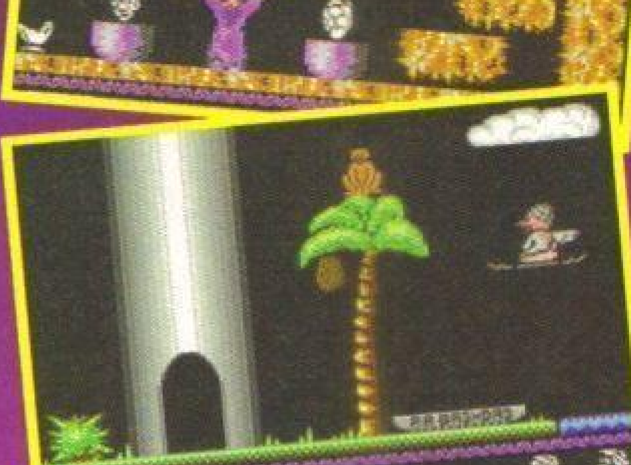
Sceptre Of Baghdad was originally released on the Spectrum in 1987, so it's inevitably dated a bit since then. Still, if it needed tweaking it couldn't have been tweaked better — the sound's nothing short of outstanding, with several different melodies moodily setting the atmosphere. The graphics are bright and colourful, but I got an uncanny feeling of *deja vu*. The energy status resembles that in *Sabre Wulf*, the ancient Speccy game, and on many a screen I cringed at the nightmarish Spectrumy sprites. The central character's questionable, looking like a Rastafarian with no style, and the animation's also puzzling — the Caliph swings his arms and slides across the floor like a curling stone on concrete!

No matter how bad other factors fare, playability must shine through, and yes, you know what's coming next — the playability is quite sad. Now don't get me wrong, these exploration/collect-'em-up games usually entertain. Searching untouched territory and solving complex problems proves fun, but only when the problems make sense. A lot of items aren't actually used as such, just swapped for other objects. This is fine when using the insect net on the spider, but who in a sane state of mind would think of swapping a coconut for a mirror or exchanging a carpet for a pair of slippers? (We'll let these pass — Ed)

It's this impossible predicament that opens a gaping wound in the belly of a possible winner. Salt's rubbed into the festering sore by the whimsical amount of lives you are given. Dying when 80% of the puzzles are solved inspires screams of frustration, and with only one restart point (incidentally, I couldn't find it anywhere) exploration soon becomes a chore. Anyway I may as well try and finish it... oh dear, I should have swapped the armour for an egg whisk. Tut tut, silly me.

CHRIS! 57%





GALE WARNING

PRESENTATION DANDY INTRO, PLENTY OF OPTIONS **85%**

GRAPHICS SLICK BACKGROUNDS, HAMMY SPRITES **62%**

SOUND AN AMAZING 25 SENSATIONAL SOUNDTRACKS **92%**

HOOKABILITY SURELY BAGHDAD'S MORE INTERESTING? **50%**

LASTABILITY ILLOGICAL PROBLEMS LEAD TO DULL DAYS **56%**

FORCE FACTOR 59%

MILES!

A conversion of the ancient Speccy game of the same name, *Sceptre Of Baghdad* casts you in the roll of a distinctly stout turban-clad chappie. Yomp around the flick-screen landscape, collect objects, solve puzzles, hitch a ride on a magic carpet, eat your shorts and don't have a cow! The crux of the game is finding the right place to put each object, and this is where the game falls down. Some of the puzzles are far too obscure. Lateral thinking's one thing but c'mon, some of this is ridiculous! Still, clear, colourful graphics and excellent sound make *Sceptre* a mildly enjoyable wander. 60%

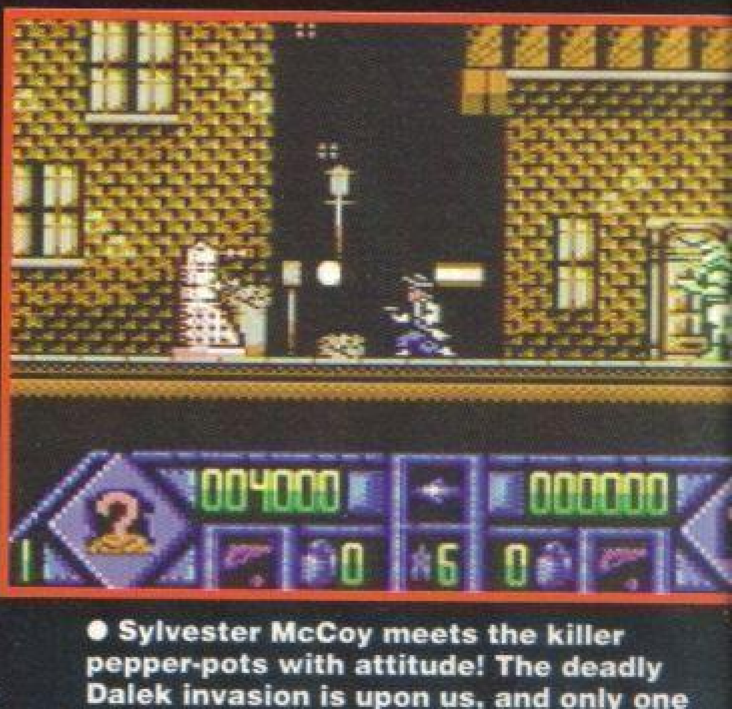
DALEK

● Admiral Software, £7.99 Cassette

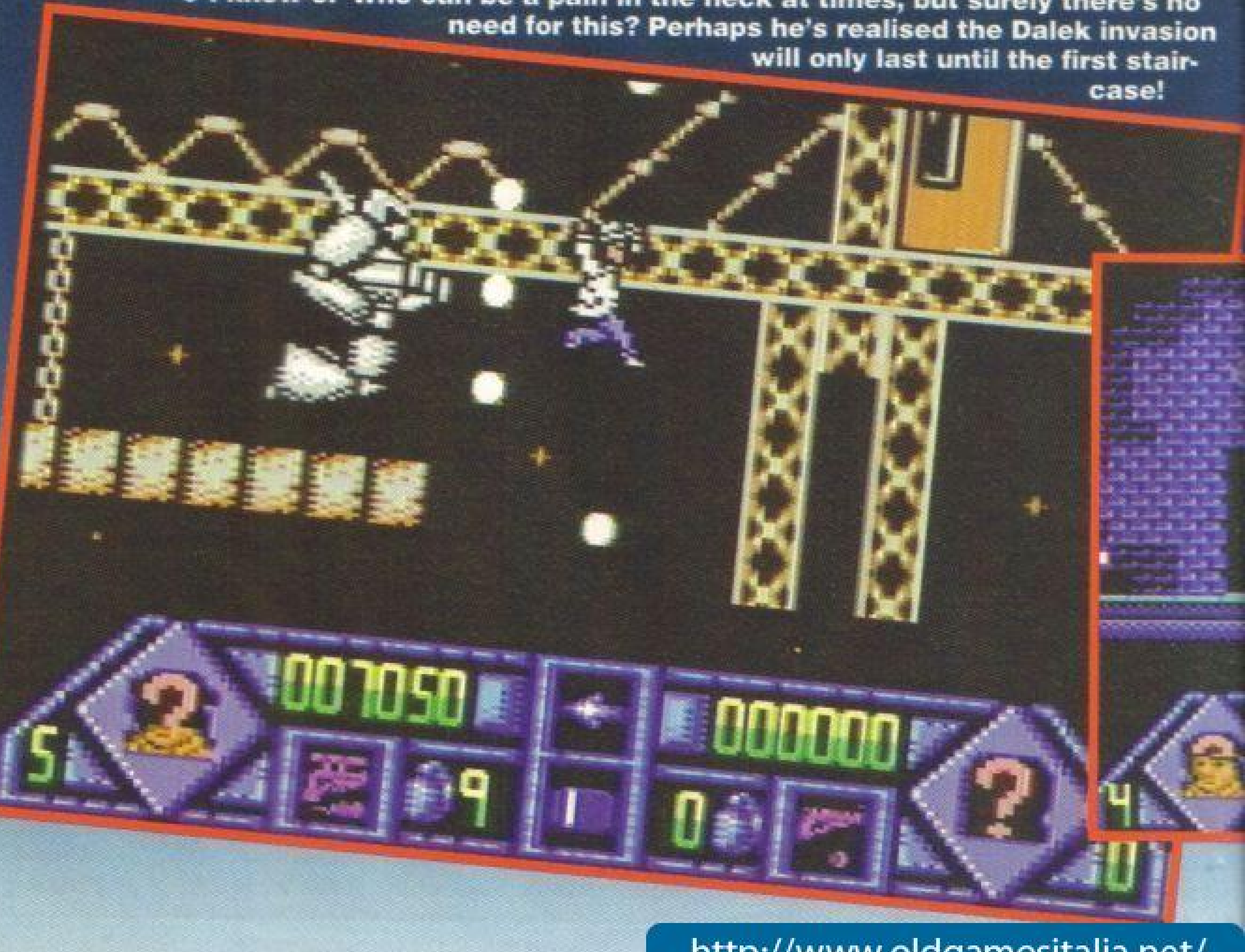
CHRIS 'TARDIS TROUSERS' HAYWARD cares more about nurses than doctors, but the thought of fighting laser-wielding dustbins is enough to make anyone grab a sink plunger and become a Timelord...

For many years mankind has strived to communicate with alien intelligences. So far the only results have been multi-million dollar movies and dubious corn circles of which the farmers deny all knowledge (though they're all too eager to collect money from Japanese tourists). Real alien forms are a far cry from the cutsey ET expectations of the human race, because what really lurks in the depths of the cosmos is a cruel, callous race of metallic megalomaniacs, the dustbin-cloned Daleks. The earthlings are quite unaware of the evil breed's intentions (conquering the universe, exterminating all life, etc) but way up in the stars a meeting of the Timelords is under way. One man volunteers to put an end to the Dalek's reign of terror; Doctor Who!

Ol' Who's not your normal, run-of-the-mill GP, but a time-travelling do-gooder who always attracts female assistants — and transforms into a completely different person every time the lead actor demands a pay rise! You control both the Doctor and his assistant (one each in two player mode) and must wipe out the meddlesome mutants from various Earth cities as the Daleks begin their invasion. Free each city and it's onto the planet Skaro to defeat Davros, the twisted, malevolent leader of the Dalek force. Occupied London is Who's first stop — using a pair of hover pads, the duo must enter the Dalek-dominated city via the sewers, speeding through the tunnels, rescuing imprisoned humans and blasting vicious Robomen, Orgons and the rest of the hostile bunch. This first stage is a horizontally scrolling shoot-'em-up which is odd really, 'cos the other levels are of a platform nature where you must roam around different cities, freeing the captive public and collecting power-ups to destroy the Daleks. Play switches between the Doctor and his assistant each time one ducks into a building or loses a life, or alternatively by a quick smack on the space bar.



● Sylvester McCoy meets the killer pepper-pots with attitude! The deadly Dalek invasion is upon us, and only one man can stop it (I wonder WHO?)...



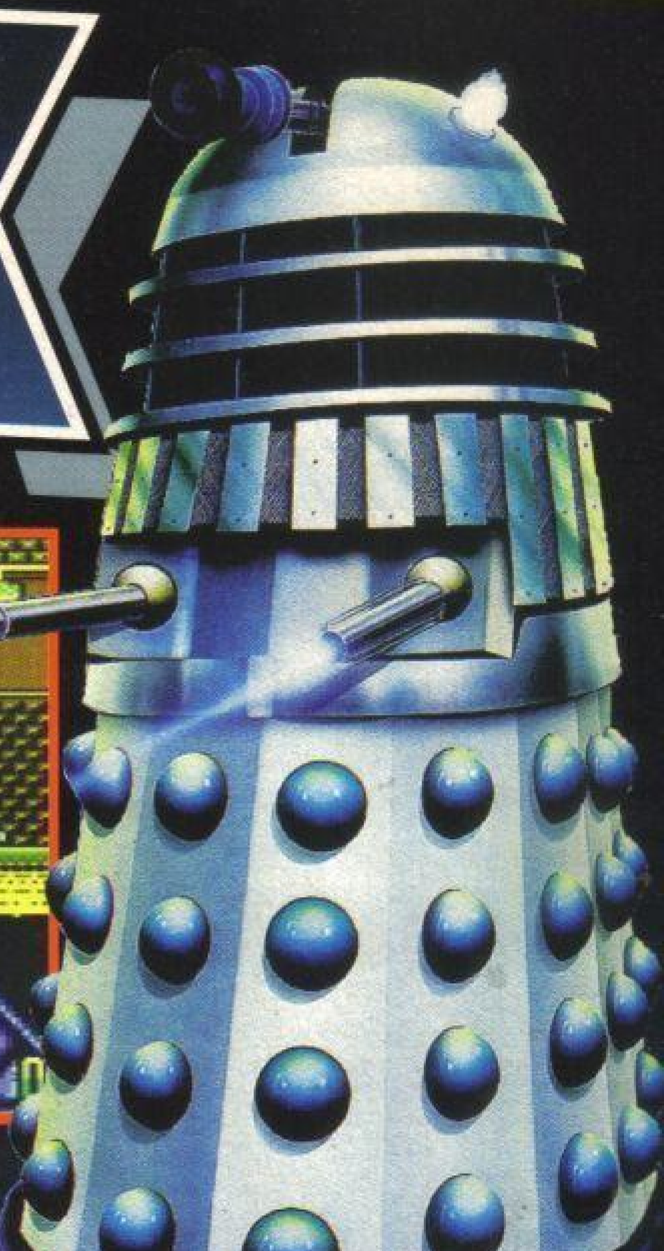
● I know ol' Who can be a pain in the neck at times, but surely there's no need for this? Perhaps he's realised the Dalek invasion will only last until the first staircase!

MILES!

● No, it's not possible! Surely not even the dastardly Davros is low enough to waste a great licence by putting out a fourth-rate scrolling shooty... (after making it past the first section) — phew! The game, in fact, is a very large and rather difficult map-'n'-search-'em-up with plenty of Daleks and other baddies to keep you on your toes. Commendably the programmers haven't simply chucked out a slap-dash program that plays like it was put together in twenty minutes, knowing it'll sell solely on the strength of the name. *Dalek Attack*'s a well thought out and challenging arcade adventure, and a real winner in the lastability stakes with heaps to see and explore! This one should find its way into any self-respecting C64 owners game collection. Pity about the silly first level though...

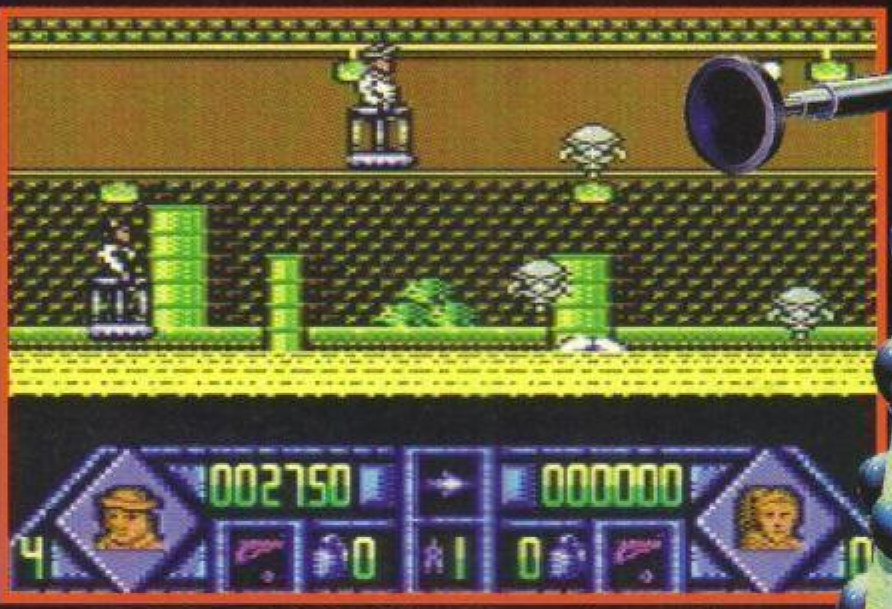
81%

ATTACK



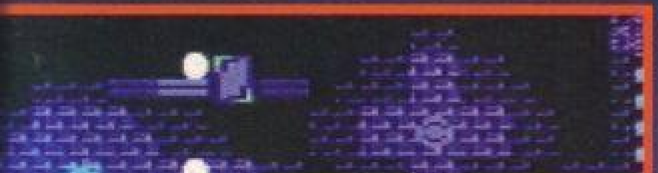
Marvelous MASTERpiece?

The Daleks used to scare the buzzards out of me all those long years ago, and the Doctor Who license is meaty material for a stunning game. As expected, though, *Dalek Attack* ain't quite what it ought to be. The first level's not particularly good; a silly shoot-'em-up with the Doctor wobbling around in a shopping trolley. Thankfully the remaining stages are much better, leaping around on roof tops and swinging about on drainpipes. The hostages must be rescued before entering the next level, so every nook and cranny needs exploring. The Daleks are impossible to kill with the normal gun, so look out for the laser and grenade power-ups. The two player interaction's novel but switching between players results in a lot of confusion; just when you figure out where your character is, you get fried by a Dalek. On reading the instructions you think the features are really dandy, but half don't seem to appear! I scanned high and low to find K9, but the cybernetic mutt must've wandered into orbit — he's certainly not in the eight-bit version. Also promised is a search indicator, apparently revealing unseen objects, did I find any? Did I Bonnie Langford! After all this criticism, *Dalek Attack* still climbs from the pile of verbal abuse and lifts its chrome dome above the rest. I get the impression this is only the beginning of a Doctor Who game series (surely they wouldn't leave the laughable Cybermen out of it?) because with a teaspoon more thought, any sequels would be something to watch out for!



● **Attackof the killer Zimmer frames from hell... a sci-fi- 'B' movie? Nah — when they're biting your legs it's all too real!**

● **Cycle helmets that sprout legs and walk? Perhaps Who should trade in his ridiculous titfa for one...**



CHRIS! 78%

IAN!

● ***Dalek Attack* isn't perfect by any means, but it's certainly got a lot going for it. The graphics are clear and crisp, it's nicely presented, and with five long levels you won't be finishing it in a hurry! The end-of-level guardians are also impressive, as are the silky-smooth controls.**

On the negative side there's nothing here we haven't seen before, and I can't help feeling more could be done with the license. For all it's lack of originality though, it's well executed and pretty playable.

Congratulations to Admiral on launching a full-priced label without charging over a tenner a game — games of this quality at these prices should be encouraged. Nice one guys!

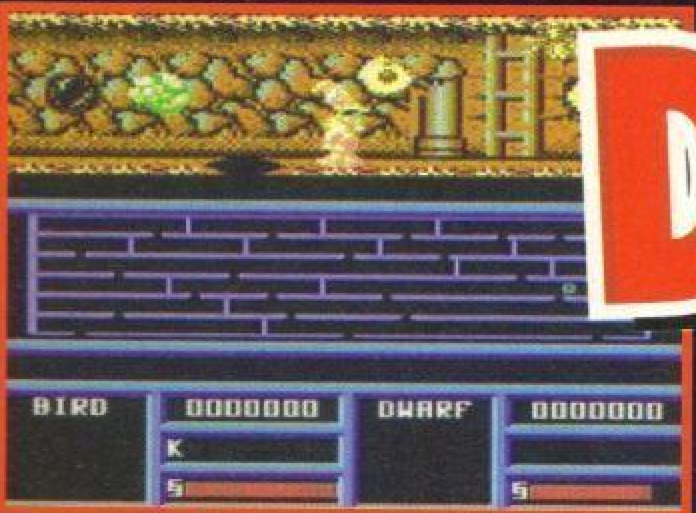
80%

GALE WARNING

■ PRESENTATION ■	NICELY PACKAGED (POSTERS, ETC), ATMOSPHERIC INTRO	84%
■ GRAPHICS ■	LARGE SELECTION OF BADDIES AND AMIABLE ANIMATIONS	82%
■ SOUND ■	A DAMN FINE RENDITION OF THE DR WHO THEME	82%
■ HOOKABILITY ■	SEARCH THE CITY 'TILL YOUR HEART'S CONTENT	78%
■ LASTABILITY ■	THE FRESH IDEAS GO STALE AFTER A WHILE	77%

FORCE FACTOR 80%

DYNAMIC D



● Prism, £2.99 Cassette, £3.99 Disk

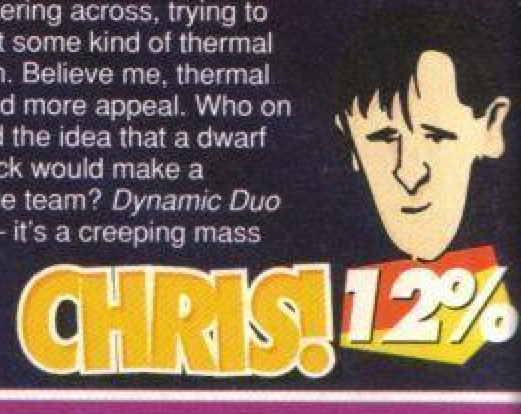
Walking round a castle accompanied by a bird? Sounds like an invitation no sane man could resist — that's why CHRIS 'IN TWO MINDS' HAYWARD flatly refused.

Batman and Robin, Crockett and Tubbs, Hudson and Halls — terrible twosomes are always popular (apart from Hudson and Halls, who are just terrible), and in this two-player outing the lead players are a dwarf and a bird. The bizarre couple like to rendezvous at weekends and meander around a castle gathering treasure and shooting horrible creatures that might hinder their fun. They can walk round by themselves (which is where the split screen comes into action) or team up, a map of the castle taking over the lower screen.

(Very) gruesome twosome

Now the plot's out of the way (incidentally, that was the extended version) the critical onslaught can begin. Two player escapades usually provide a laugh no matter how disgusting the gameplay, but all *Dynamic Duo* deserves is pitiful sorrow.

The Dwarf resembles a stumpy Santa Claus, dawdling around like a sedated limpet. The flying duck zooms straight into oncoming nasties (if you can call green hoops nasty) with it's firepower proving as much use as a rhododendron. The most atrocious aspect is revealed when a player dies. At first I thought the program had crashed; the screen intertwined with black and white lines flickering across, trying to represent some kind of thermal meltdown. Believe me, thermal pants hold more appeal. Who on earth had the idea that a dwarf and a duck would make a formidable team? *Dynamic Duo* indeed — it's a creeping mass of tripe and tangerines.



SAVAGE

● Prism, £2.99 Cassette £3.99 Disk

Women! Why do they get themselves captured and locked up by evil megalomaniacs? Because they've all got huge violent boyfriends who'd get bored if they didn't, that's why! MILES 'ME, SEXIST?' GUTTERY sheaths his mighty weapon and searches for distressed maidens...

Savage is a typically average hunky fantasy-warrior type. Muscles in all the right places, but mostly between his ears! His woman's been captured by a particularly nasty man and is now held prisoner in his castle. Being the sentimental so-and-so old Sav inevitably is, he sets out to rescue her. It must be love! To make things doubly difficult Sav himself has been caught and locked up, so his first task is to escape from the castle dungeons. Easier said than done! The dank corridors are home to hundreds of nasty little creatures. Bats, little dragons, flying insects, all with one aim in their minuscule minds — to make our hero's pants resemble a sewage recycling plant! Occasionally more formidable enemies appear who, when defeated, drop better weapons to aid Sav in his escape. The nearer he gets to freedom the more fraught the situation becomes. And as well as avoiding or killing the nasties there are bottomless pits and pools of fire which must be negotiated.

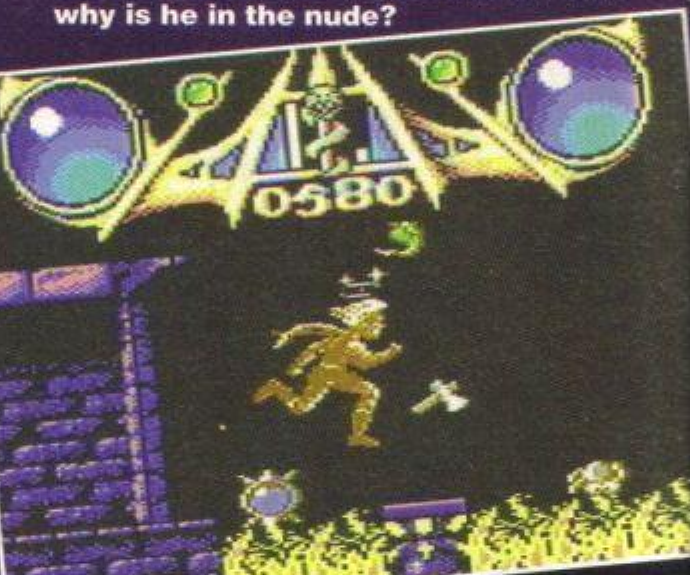
Hurry Up Harrier

Once out of the castle Savage does what any self-respecting super hero would do. He demonstrates a super sense of self preservation and legs it. Maybe he's not not so dozy after all! This leads on to level two, where we're presented with a barbarians-eye view of the action as the man himself runs (at an astonishing speed) from the castle, dodging strange monoliths and shooting the odd baddie. This bit owes more than a little to the age-old *Space Harrier* but without the sprite (or the playability).

Having finally reached safety, Sav realises his mistake. He's just escaped from the very castle in which his girly's being held! Fortunately he then discovers he has a remarkable aptitude for E.S.P. Not wanting to go through all that hassle again he takes control of the mind of a passing eagle and guides it back to the castle to rescue the fair maiden. What a wuss eh? So it's on to level three, where you guide the eagle through the traps and nasties before locating the girl.

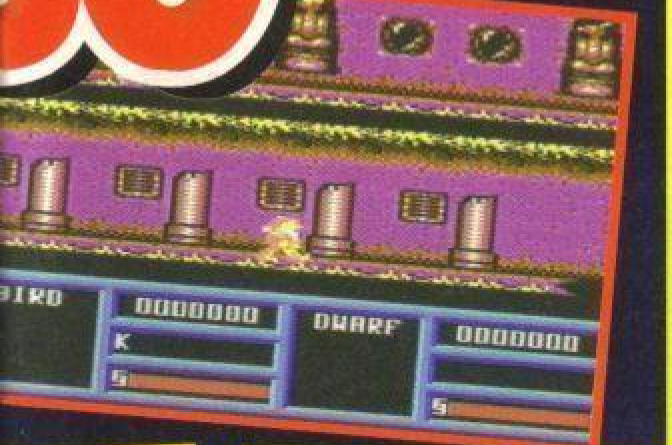
All three gamestyles have been seen before. Level Two's basically a 2D *Space Harrier*, level Three plays like *Airwolf*, and the runny/shooty formula of level One's been done countless times! Difficulty-wise the game's pretty hard, making for more lastability in the long run but leading to frustration for the first few plays. Having said that, I found myself playing again and again to try and get just that little bit further Graphics are reasonable throughout, but the sound's excellent

● 'Nice to see you, to see you'... Who's the Bruce Forsyth impersonator? And why is he in the nude?



UO

● What's so dynamic about them? A stodgy little dwarf and a bird that looks like a dead sparrow — some heroes!



— the intro track has to be heard to be believed!

For a measily three smackers you can't go far wrong with *Savage*. Basically you're getting hree games in one — levels One and Three are good, and though level Two looks a wee bit primitive it still has that 'just one more go' appeal.

Three decent (though not outstanding) sections put together to make one very worthy title. At this price *Savage* shouldn't be missed!

GALE WARNING

■ **PRESENTATION** ■
ANIMATED TITLE SCREEN AND ATTRACTIVE MENUS
70%

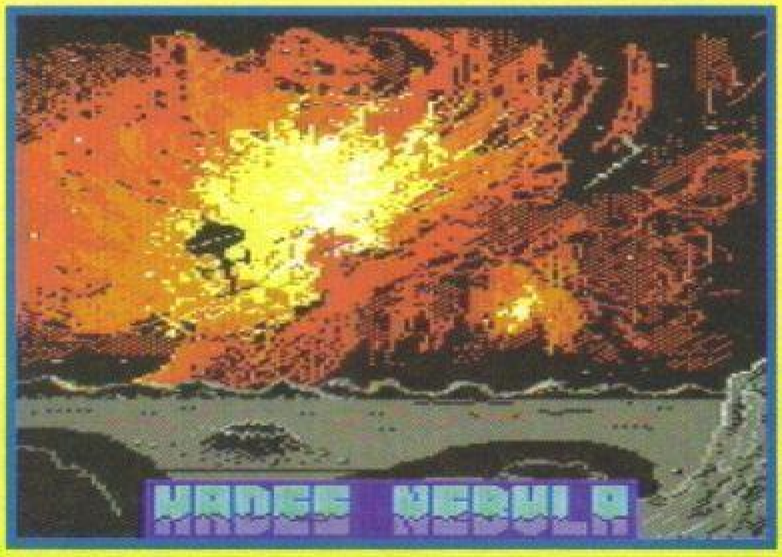
■ **GRAPHICS** ■
ATMOSPHERIC, BUT A LITTLE DATED. GOOD ANIMATION
68%

■ **SOUND** ■
GOOD IN-GAME TRACK AND KICKIN' INTRO
92%

■ **HOOKABILITY** ■
HOLD ON, LET'S HAVE ANOTHER GO FIRST
88%

■ **LASTABILITY** ■
LOTS OF VARIETY AND CHALLENGING TOO
84%

FORCE FACTOR 86%



Well I never — this one looks like it was written on Sensible's popular programming utility! MILES 'GULLABLE' GUTTERY volunteers to review it, 'cos he's a complete SEUCKer!

● Prism, £2.99 Cassette £3.99 Disk

HADES NEBULA

Traditionly a game review starts with the plot. Being a lettuce for tradition this one's no exception, so here goes (deep breath)…

The world, it seems, has a bleak future. With it's energy sources rapidly running out, a number of starships are launched to seek a new home for the desperate population. As usual with these kind of voyages, a formidable alien power decides to be awkward and nick the ships for scrap! Unsurprisingly narked, the colonists decide to act — do they send a huge battle fleet, armed to the teeth and carrying thousands of troops eager to board the alien vessels? Tish! Why waste all that time and effort when one man and a pifflesome little fighter can do the same job? You've guessed it, that man's you and *Hades Nebula*'s another vertically-scrolling shoot-em-up jobbie (sigh!)…

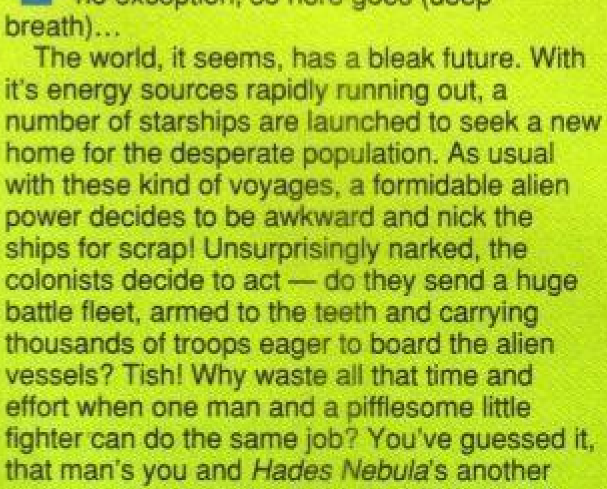
SEUCK to kill…

All the essential elements of the genre are here — extra weapons, collectable shields, hordes of badly drawn enemies, etc. This is all well and good, but what happened to the speed? The aliens effortlessly drift around the screen while your own weedy little craft's virtually static! Speed power-ups can be collected but they're lost when you die, and you die very quickly!

This one fault kills the game stone dead — it's almost impossible to get anywhere! It's a pity really, as it's got some good ideas. For instance when you collect a power-up it visibly attatches itself to your ship making it look very mean indeed, but what's the use of that when you've the life expectancy of a Spectrum mag?

Written (so Steve thinks) on Sensible's *Shoot-'Em-Up Construction Kit* and tweaked, it's certainly very professional. The background graphics in particular are really good, it's just a shame all that time and effort was wasted!

One to seriously avoid due to a single game-destroying flaw.



● **Yes, the sprites really are that bad. The backdrops aren't too pretty, either!**

GALE WARNING

■ **PRESENTATION** ■
NOTHING MUCH TO WRITE HOME ABOUT
30%

■ **GRAPHICS** ■
SURPRISINGLY GOOD CONSIDERING IT'S ORIGIN
65%

■ **SOUND** ■
DIABOLICAL! TURN IT OFF, PLEASE!
24%

■ **HOOKABILITY** ■
SLUGGISH MAIN SPRITE REALLY PUTS YOU OFF
30%

■ **LASTABILITY** ■
FAR TOO DIFFICULT TO PERSEVERE WITH
19%

FORCE FACTOR 40%

SUPERSTA

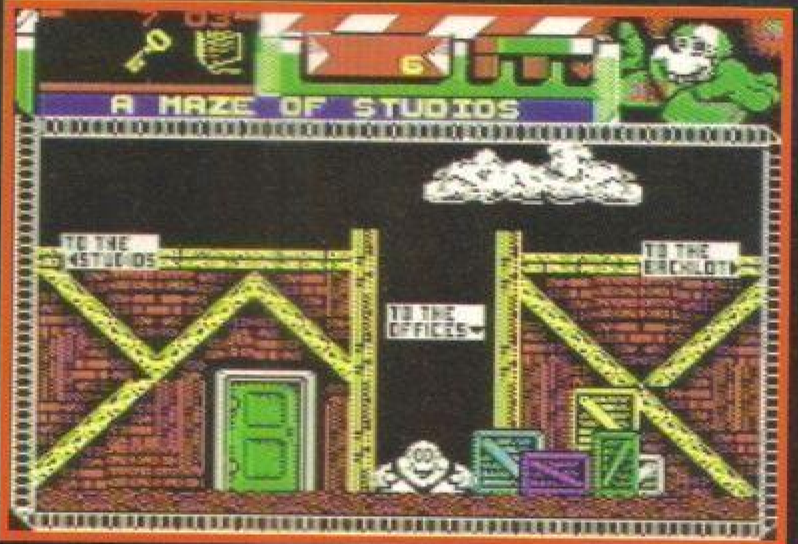
COMMODORE FORCE HURRICANE HIT!

● CodeMasters, £12.99 Cassette

You can't keep a good blob down — this month Seymour puts an end to crime, makes a movie, gets a job as a stunt double, saves the environment, and makes another movie, all before breakfast! MILES 'JACK-OF-TRADES' GUTTERY's on the case...

Well pop my bubble if it's not five jolly cartoon romps rolled into one delicious home-baked pack! But is it nicely browned or a tad burnt around the edges? Let's take a bite!

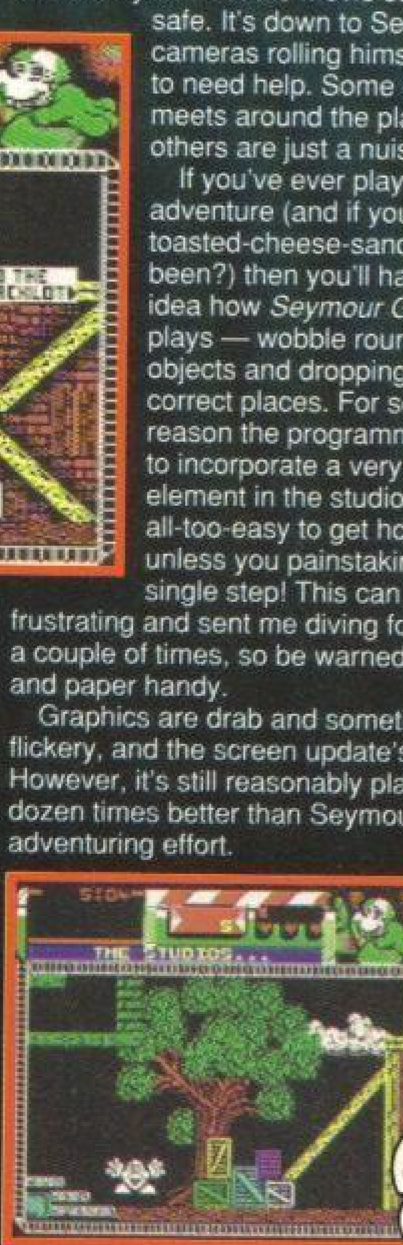
SEYMOUR GOES TO HOLLYWOOD



Whoopie — Seymour's got his first big acting break, and he's taking the leading role in a new megabucks movie. Trouble is the director's gone on holiday and left the movie scripts locked in his safe. It's down to Seymour to get the cameras rolling himself, but he's going to need help. Some of the people he meets around the place muck in, but others are just a nuisance.

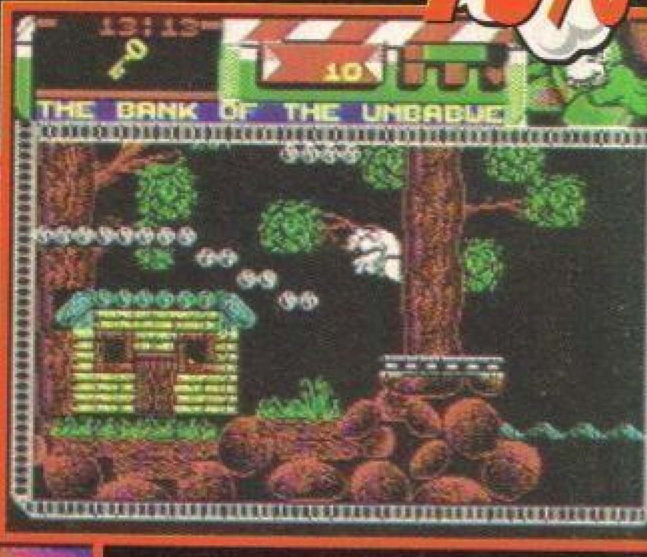
If you've ever played a *Dizzy* adventure (and if you haven't, where in toasted-cheese-sandwiches have you been?) then you'll have a pretty good idea how *Seymour Goes To Hollywood* plays — wobble round collecting objects and dropping them in the correct places. For some inexplicable reason the programmers have seen fit to incorporate a very strange maze element in the studios section — it's all-too-easy to get hopelessly lost unless you painstakingly map every single step! This can be incredibly frustrating and sent me diving for the reset button a couple of times, so be warned and have a pen and paper handy.

Graphics are drab and sometimes a little flickery, and the screen update's virtually paralytic! However, it's still reasonably playable and a dozen times better than Seymour's other adventuring effort.



At the risk of being repetitive, it's just not as good as *Dizzy*, that's all. Sorry!

75%

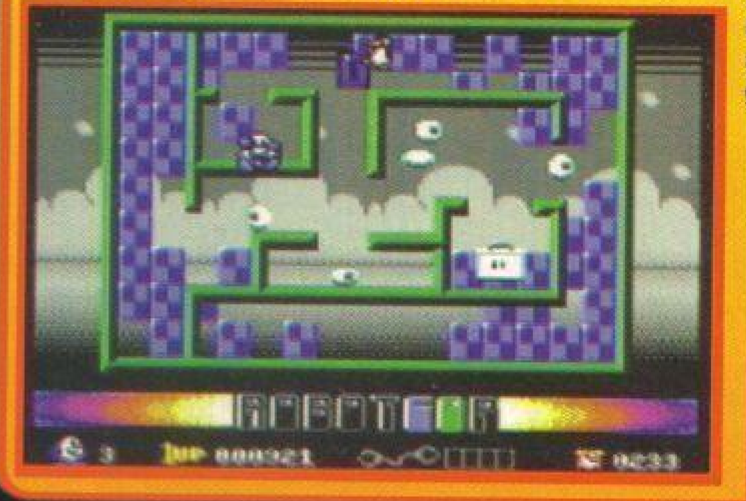


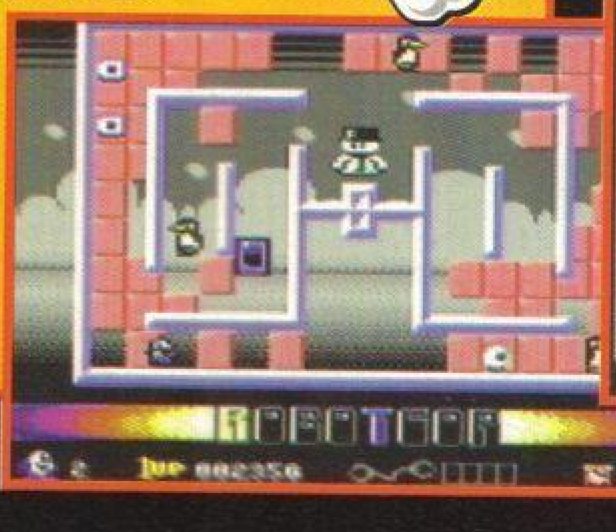
SERGEANT SEYMOUR — ROBOTCOP

First up we see Seymour dabbling in the world of Law Enforcement. In a seedy city of the future where crime is rife and the streets need cleaning up, Robotcop's a villains worst nightmare! After a terrible accident all looked to be lost for the lardy one, but (as the saying goes) 'We had the technology to rebuild him'. Now the inimitable turnip's back, badder, faster and tougher than before! With his new-found bionic powers he must run round each single-screen maze, duffing or arresting the baddies. This is done (very satisfyingly) by grabbing them with his extendible bionic arm and hurling them against the walls. Get rid of them all and you've busted that level's Mr Big, but be quick — he's producing more henchmen all the time. There are lots of collectable power-ups to be had, such as a bionic arm extension, bullets, fireable handcuffs, smart bombs and the like, all of which enhance Seymour's crime-busting capabilities.

This is a real throwback to the old days of computer gaming. No sampled sound, no work-of-art sprites with fifteen frames of animation per limb; just compact, uncluttered playability (Steve says it reminds him of an ancient arcade game called *Berserk*, but no-one else in the office is old enough to remember it). Simply moving a poor sprite around a simplistic maze may sound seriously tiresome, but all I can say is play it and then judge. Jolly good japes!

72%





SEYMOUR

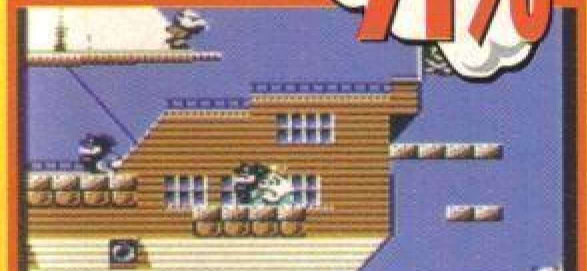
STUNTMAN SEYMOUR

Having previously been the star of his movies, Seymour finds himself pining for a little more action. After some serious work-outs in the gym, he emerges looking sleeker, smoother and nothing like the lardball we have all come to know and tolerate.

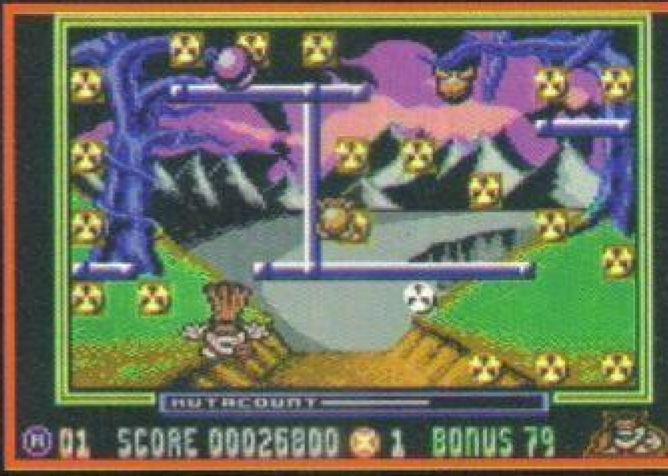
Now he's ready to swap the trappings of stardom for the thrills and (mostly) spills of being chief stuntman on four major new pictures. His job is to make it across each film set in as few 'takes' as possible, by leaping across platforms and avoiding the bad guys, making the most exciting action sequences possible.

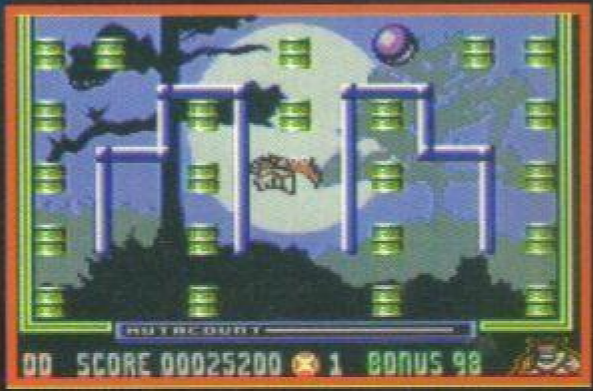
The 'stuntman' theme's just a thin veil for a another platform shooty, a shameless *CJ* clone! Change the main sprite and no-one would know the difference. Not that that's a problem though. Graphics are clear and attractive and the eight-way scrolling's very smooth. Most importantly the game's great fun to play and the difficulty curve's pitched just right. This is one that'll keep you coming back for sure, and just beats *Super Seymour* as the best game in the pack.

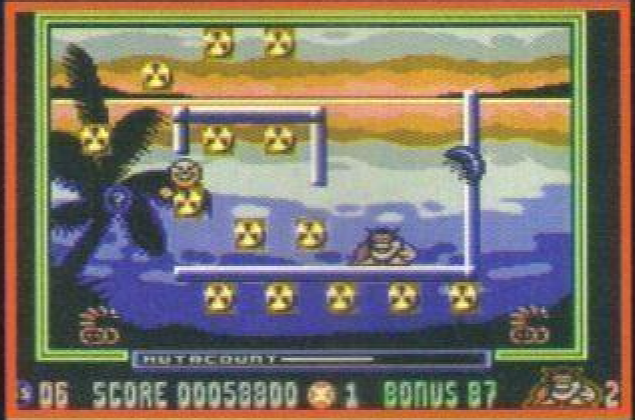
91%



SUPER SEYMOUR SAVES THE PLANET







Seymour turns green, and it's not 'cos he had too many pints of lager the night before either. He's actually become afflicted with that most depressing of ailments, environmental awareness!

The world's in a heck of a state. Everywhere you look there's canisters of nuclear waste, piles of discarded rubbish, not to mention the mutated nasties who have grown up amongst the filth (sounds like the COMMODORE FORCE office). This is clearly a job for Super Seymour — faster than a speeding cow, braver than an anorak, and a dedicated cape wearer to boot!

Leaping from platform to platform on each screen, dispose of all the toxic waste and destroy the mutants by leaping on them, belly-cutting them from underneath, or simply touching them and scarpering before they explode — though tricky at first, you soon get to know which baddies need bashing in what way.

The game makes absolutely no bones about being a virtual carbon-copy of that old classic *Bombjack* but, as with *Stuntman*, why tamper with a winning formula? Seymour himself is back to his old podgy state but leaps about the screen with an ease unbecoming of such a porky persona! Each level has an attractive background giving an overall cosy feel and gameplay is both engaging and challenging. Splendid.

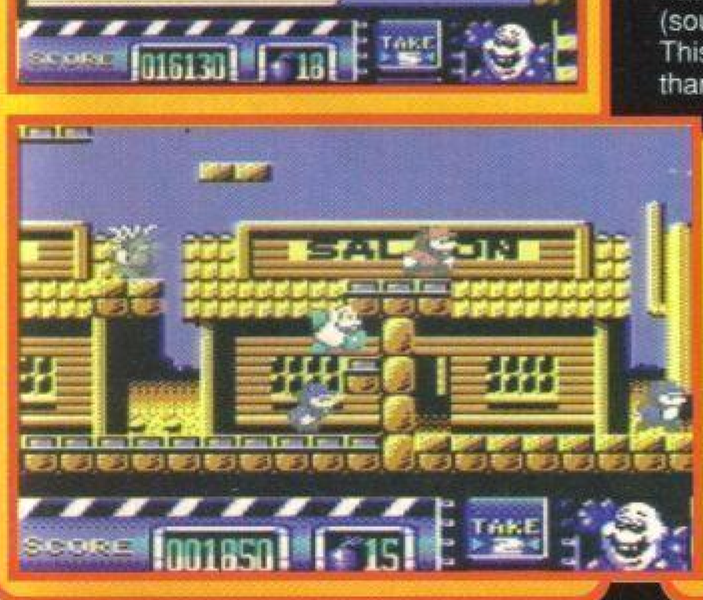
88%

Conclusion

Two great games and two good games make *Superstar Seymour* a well-worthwhile buy, despite the obligatory duffer. Okay, so everything here's been done before — sometimes better, sometimes not, but who cares with this kind of value? Search it out, you won't be disappointed.

FORCE FACTOR 90%

WILD WEST SEYMOUR



This one's also released separately this month so we won't dwell on it here, and believe me there's not much too dwell on anyway! Turn to page 42 for a full review.

56%

THE MIGHTY BRIAN!

Hello once again to everyone in Commodore land, especially those who need a little help. With Christmas just gone, there must be thousands of people who've received a new Commodore computer — any problems, just write to me here in my cellar and I'll give you some help! On with the letters...

THERE'S REALLY ONLY ONE ROGER CORKER, ONE ROGER CORKER

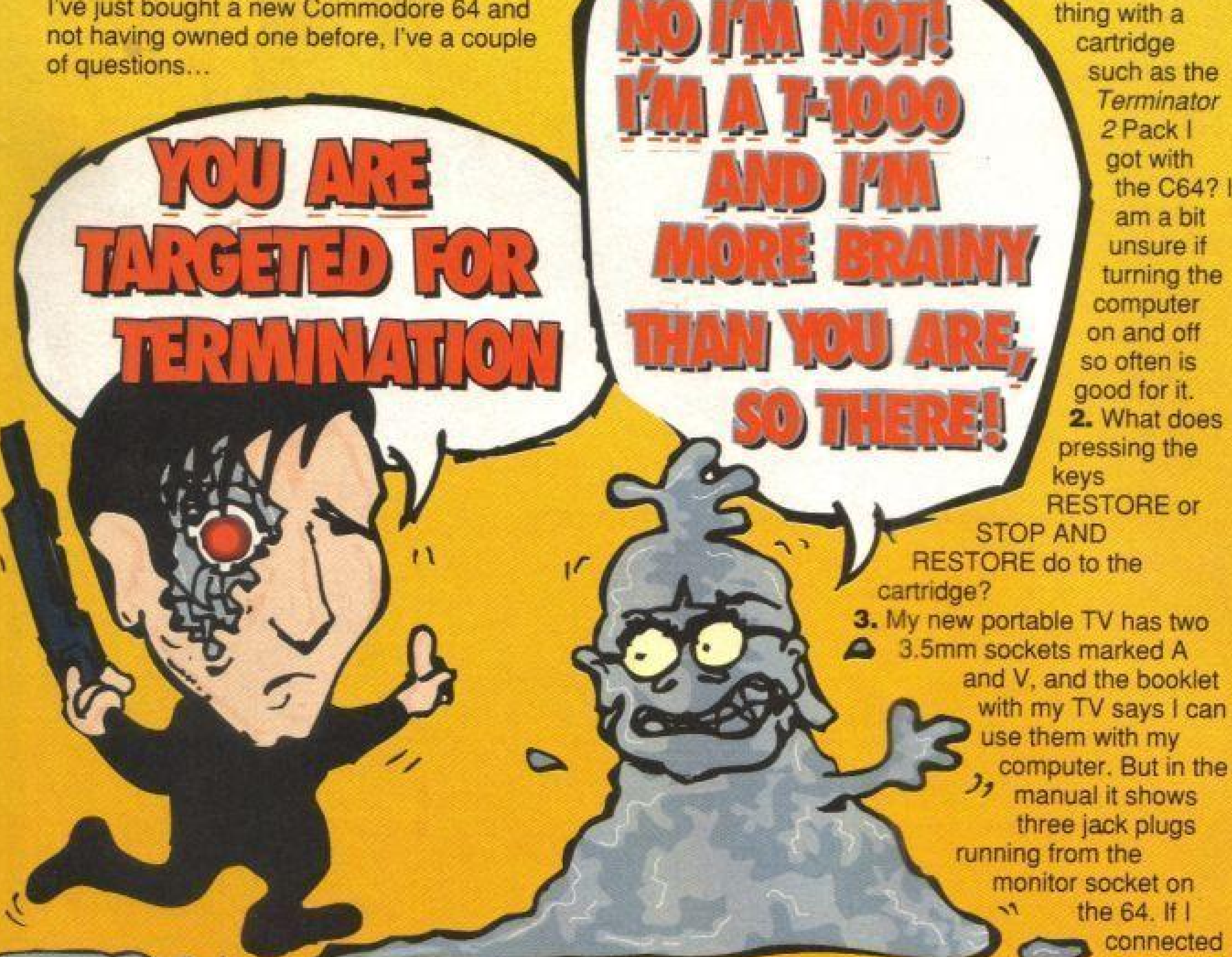
Dear Sir,
I am writing to you in the hope that you can help me find translation listings to turn C64 assembly language to machine code. People in shops look at me as if I'm speaking Swahili and I usually get the reply 'you don't need that sort of things for playing games'. At this point I leave the shop before lecturing them on mnemonics. I'm on bended knees pleading for help, and I'll do anything (anything? — Brian) to get this info.
Roger Corker, Maidstone, Kent

● Calm down a bit Roger and I'll give you the answer; don't try high street shops for serious 64 software, just write to **Binary Zone PD** at **34, Portland Rd, Droitwich, Worcs WR9 7QW**. Ask them about the *6510+ Assembler*, a program that turns assembly language into machine code and a lot more besides.
Brian

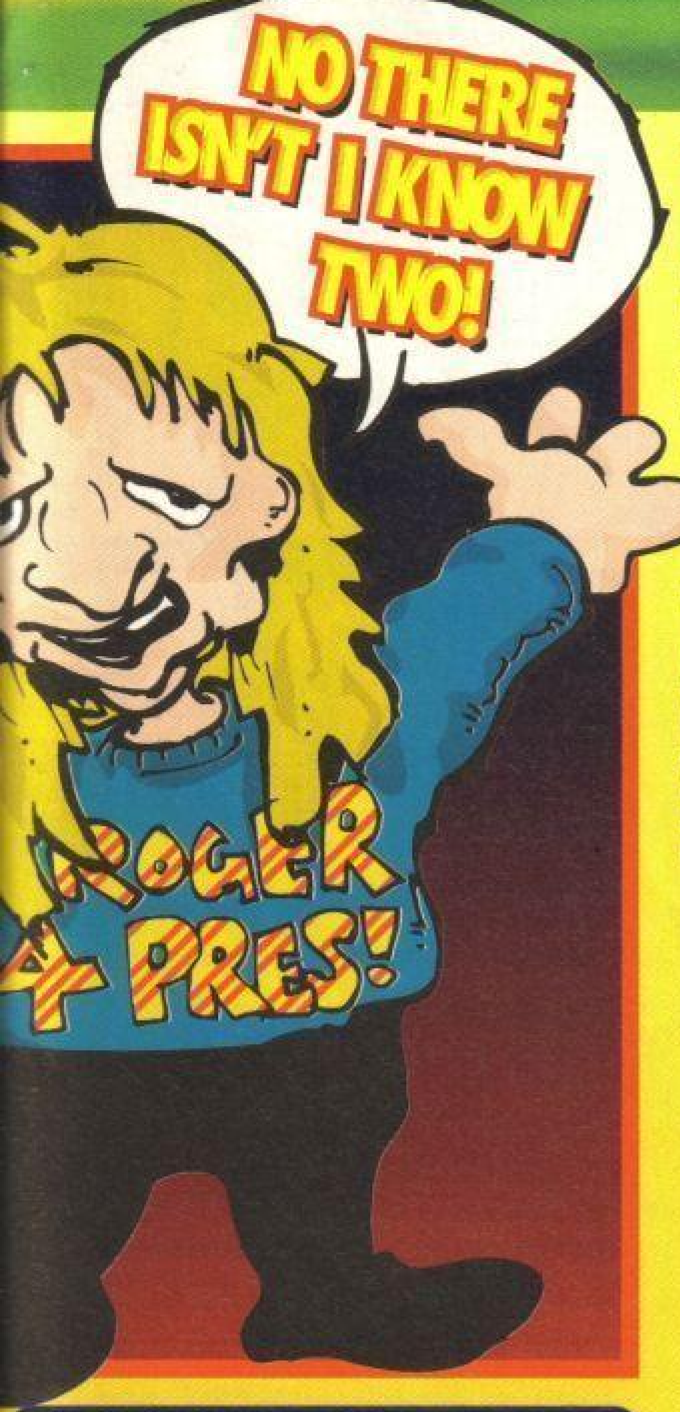
TERMINATE THE PROGRAM

Dear Brian,
I've just bought a new Commodore 64 and not having owned one before, I've a couple of questions…

1. Is there any way to 'break' a program without turning the computer on or off each time I want to load a new game? And is there any way of doing the same thing with a cartridge such as the *Terminator 2* Pack I got with the C64? I am a bit unsure if turning the computer on and off so often is good for it.
2. What does pressing the keys RESTORE or STOP AND RESTORE do to the cartridge?
3. My new portable TV has two 3.5mm sockets marked A and V, and the booklet with my TV says I can use them with my computer. But in the manual it shows three jack plugs running from the monitor socket on the 64. If I connected just the two leads, what would happen to the picture and where can I get the correct multi-pin jack for the 64?
D Rhodes, Bradford, W Yorkshire.


YOU ARE TARGETED FOR TERMINATION
NO I'M NOT! I'M A T-1000 AND I'M MORE BRAINY THAN YOU ARE, SO THERE!

● Congratulations on buying the best home computer on the market and the best magazine to go with it! The C64 is one of the easiest computers for beginners, and it's always nice to help new owners, so here goes…
1. Turning your computer on and off is the BEST way of getting ready to load a new game. Turn the machine off, leave it off for several seconds, then turn it on again. This ensures the memory is clear and gives you less trouble. With cartridges, ONLY REMOVE OR INSERT THEM WHEN THE COMPUTER'S TURNED OFF! You could seriously damage the cartridge or the computer if you don't follow this advice.
2. RUN/STOP and RESTORE are special keys that most of the time are only used when programming or running BASIC programs. Unless the program's designed to return to a menu or title screen when these keys are pressed, don't press them while commercial software's running. Most of the time, RUN/STOP's used to pause the action, whereas RESTORE's used less often because it interrupts everything the computer's doing and and can cause the program to 'crash' (a computer term for 'stops working').
3. Monitor leads should work with the two outputs from the computer, so look in your local electronics shop (eg Tandy's or Maplin) for a five-pin DIN plug to 3.5mm jack lead. It shouldn't cost much, and your picture/sound quality will be slightly improved.
Brian


NO THERE ISN'T I KNOW TWO!
ROGER 4 PRES!

THE RETURN OF KEVIN

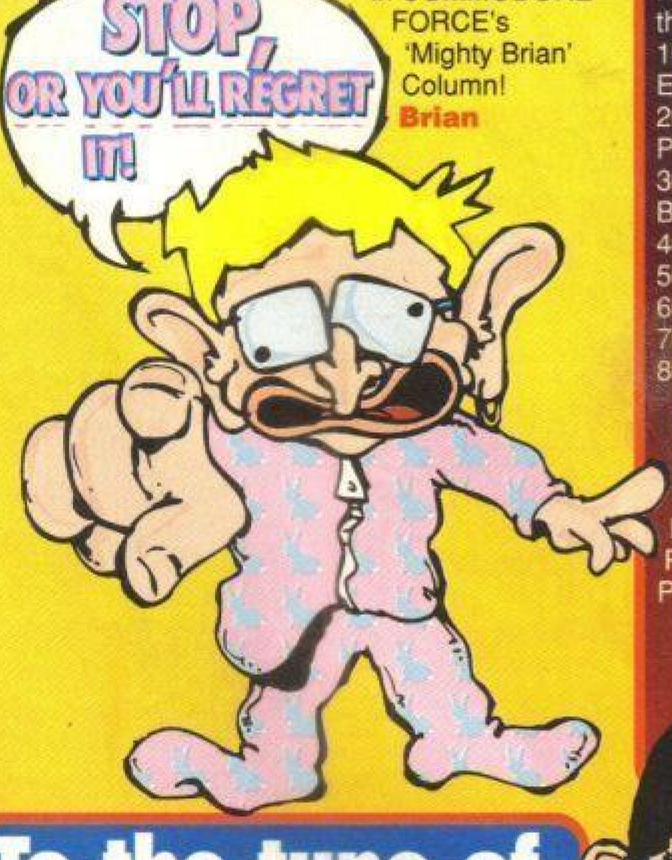
Dear Mr Strain,
Congratulations on the new mag, it's very good. Thanks also for printing my letter, the company you suggested were very good and after receiving the new chip I've got one of the Plus 4s running again after two-and-a-half years. So thanks once again for your help.

I need to ask your advice again; could you tell me where I can get books on programming the C64?

Kevin Hutchinson, Kelvin, Sheffield

● It's good to hear from someone who I've helped, and this wee gem will help many people. If you're looking for books, the best place to write to is **DTBS, 18 Norwich Avenue, Rochdale, Lancashire OL11 5JZ**. Enclose a large stamped addressed envelope and you'll receive their latest catalogue. Oh, and remember to say where you got their address — in COMMODORE FORCE's 'Mighty Brian' Column!

Brian


STOP, OR YOU'LL REGRET IT!

STOP! DON'T DO THAT!

Dear Brian,
I've owned a Commodore 64 for the past two years, and I've enjoyed programming it. At the moment I can only do simple things — I used to have a book showing how to scroll from right to left and how to disable the RUN/STOP key and prevent you listing the program. Alas, I lost it — can you help me with this little problem?

Also, could any of your readers help me the a book? It had a blue cover and an old-style Commodore 64 on it.

S Reeves, Walsall, West Midlands

● Firstly the pokes:

```
POKE 808,239 — disable run/stop
POKE 808,237 — enable run/stop
POKE 775,1 — disable list
POKE 775,167 — enable list
```

Here's a short listing to scroll the message in the string 'M$' from right to left..

```
10 M$="READ COMMODORE FORCE
EVERY MONTH"
20 M$=M$+ " FOR THE LATEST NEWS,
PREVIEWS"
30 M$=M$+ " REVIEWS AND THE MIGHTY
BRIAN!"
40 S=1
50 PRINT CHR$(19); MID$(M$,S,40)
60 FOR X=1 TO 50: NEXT X
70 S=S+1: IFS{GT}LEN(M$) THEN END
80 GOTO 50
```

If you want to change the message, it can be up to 225 characters long; just keep adding the line M$=M$+"(message)".

As for the book, I have a hunch it could be *How to program the Commodore 64* by Robert Young, published by Interface Publications.

Then again, there have been hundreds of Commodore books and most of them featured the computer on the cover...

Brian

PREMIUM BOND COMPUTER PROBLEMS

Dear Professor,
I have a C64 and a Centronics printer. My power cartridge has a Centronics driver and works quite well with my own programs and listings etc. However I also have a GEOS disk and find this combination doesn't work at all. Can you suggest an interface that would work with GEOS and where this can be bought?I did think of buying an Action Replay cartridge, but I'd first like to be assured that it works with GEOS. I wrote to Datel but got no reply.

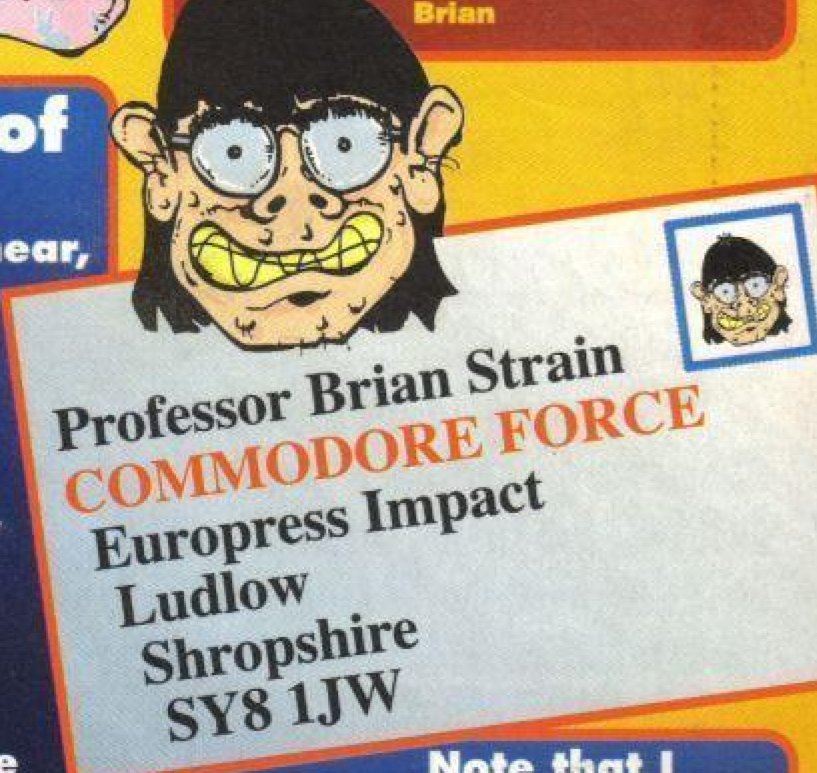
Ernie Forshaw, Wigan, Lancs

● Sorry about the title. I couldn't resist the little joke about your name, but I don't mean to offend because I have the solution; you don't even need an Action Replay cartridge! Load up GEOS and select 'select printer' from the 'geos' menu at the top left of your screen. You see a long list of names. These are 'printer drivers', and tell the computer how your printer works. The only trouble is that they were originally written for interfaces or printers that plugged into the SERIAL Port. However, help is at hand in the form of 'GeoCable Printer drivers'; I've sent you more details in the post (Ernie enclosed an SAE with his letter; I can help you a lot quicker if you do likewise).

Brian

To the tune of My Way...

**And now the end is near,
And so I face the
final curtain,
If you want a quick
reply,
Enclose an SAE,
And you'll know why
They call me the
Mighty Brian
I solve 'em fast,
And I'm not lying!
And more, much more
than this,
Don't give up without
trying!**

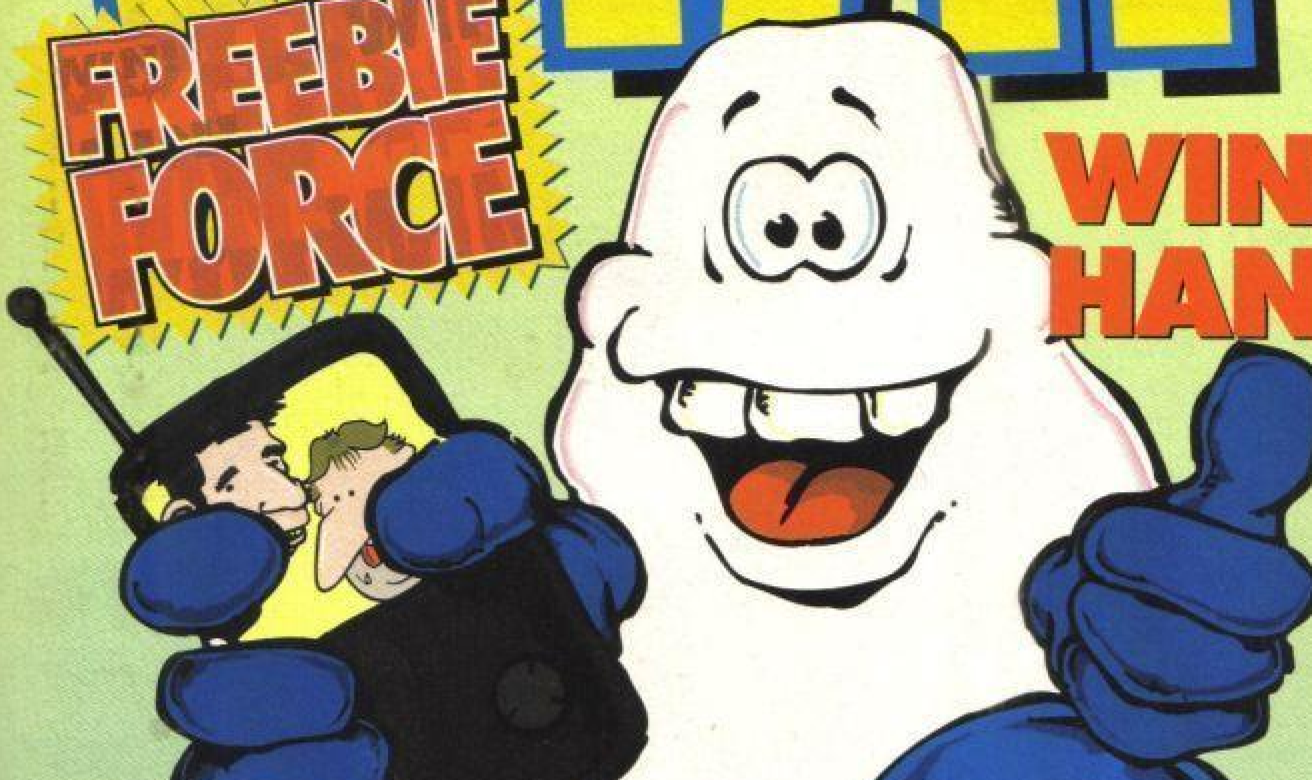


Professor Brian Strain
COMMODORE FORCE
Europress Impact
Ludlow
Shropshire
SY8 1JW

Note that I only deal with technical problems, Valentine's cards and fan mail.

SEYMOUR WITH IT!

FREEBIE FORCE



WIN A CASIO HAND-HELD TV!

Goats, ham and eggs, cheese baps and bagels! If Robert Maxwell could swim, why didn't he?

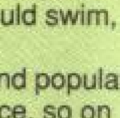
But enough idle reflections. In a land populated by owls few things are of consequence, so on with the second competition adorning the rabbit-like pages of everyone's favourite flan, COMMODORE FORCE... (okay Salvador Guttery, cut the surrealist hogwash and get on with it — Dep. Ed).

We've had Seymour coming out of our ears at the CF office this month, his compilation romping home with a deserved Hurricane Hit. The blob is, therefore, the focus for another fab freebie-geebie!

Courtesy of CodeMasters, the CF crew offer you the chance to win a superb hand-held Casio Mini-TV and a copy of the *Superstar Seymour* compilation.

All you need to do is put together a storyline for a new Seymour movie, in the form of a cartoon strip up to six frames long. The winner will be the one which registers the loudest guffaws on the CF office chuckleometer. Ten runners up will receive a copy of *Superstar Seymour* for their pains.

■ Send your entries to;



I WANT TO SEYMOUR
TV COMPO,
Commodore Force
Temeside,
Ludlow,
Shropshire
SY8 1JW

Entries that arrive after February 14th will be treated as seriously as Chris Hayward's self-penned Valentine's day cards.

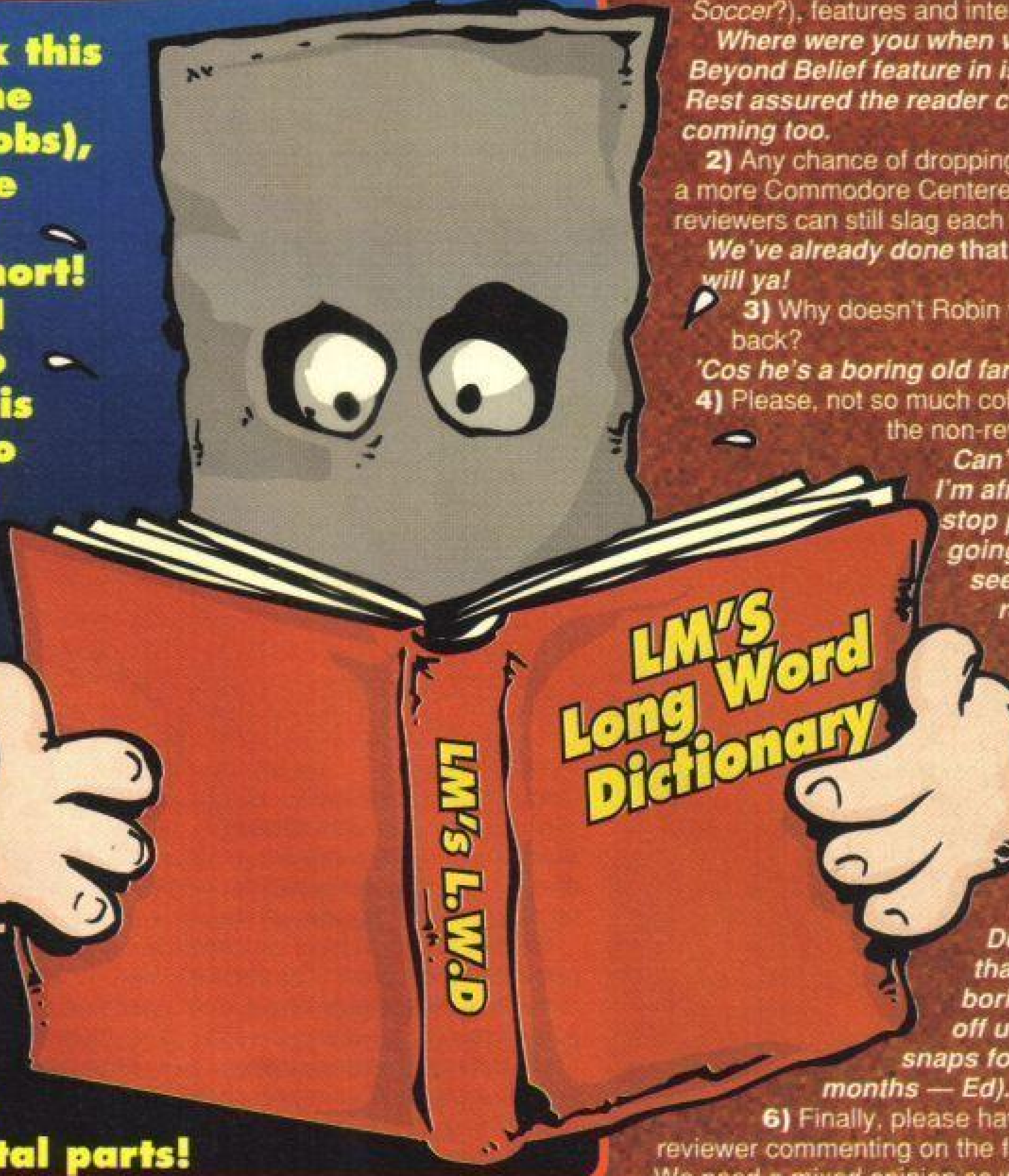
COMMODORE FORCE **SEYMOUR WITH IT!**

■ **I fancy myself as a bit of a Walt Disney and could do with a hand-held tellie, so here's my cartoon interpretation of Seymour's next movie... camera, lights, ACTION!**

MY NAME ....
MY ADDRESS ....
....
MY POSTCODE..
UGLIEST GIT IN NEIGHBOURS ....
....

MANGRAM'S MAIL BAG

I was crawling around under the MD's desk this afternoon (sweeping up — he makes me do all the dirty jobs), and guess what I found? The *Lloyd Mangram Long Word Dictionary*, or *LMLWD* for short! The cheeky blighter pinched it when I left, and used it to prop up the wonky leg on his chair. I was mortified, not to mention insulted! Needless to say I swiped it back when he wasn't looking, but I think he found out — as I stealthily crept from the office, I heard an almighty crash followed by a blood-curdling screech (onomatopoeia — LMLWD) — our beloved leader had fallen off his chair (which was wobbling once more), and landed on his head. Never mind, Jonathan — at least you missed all your vital parts!



LET'S DO THE TIME-WARP (AGAIN)

Dear Lloyd

It's been a long time, hasn't it? Abandoning us for that infernal Miss W — what a shame Bash hadn't disposed of her earlier. It's great to have you back Lloyd!

I'm not going to bore anyone to death but I had to write now your back. Please show the readers who've never heard of you the wonderful responses that made you famous (Can I have my fiver now?).

And now the inevitable questions:

1) Now we've got a settled team how about some challenges (anyone for *Microprose Soccer*?), features and interviews?

Where were you when we did the Beyond Belief feature in issue One? Rest assured the reader challenge is coming too.

2) Any chance of dropping Zzone and having a more Commodore Centered section? The reviewers can still slag each other off.

We've already done that too — wake up will ya!

3) Why doesn't Robin want to come back?

'Cos he's a boring old fart!

4) Please, not so much colour — well, not in the non-review pages.

Can't help you here, I'm afraid. You can't stop progress, and going full colour seemed to go down really well with most readers.

5) Lloyd — tell us about your travels. A feature each month perhaps?

Well actually, I was thinking of (Snip! Don't start him on that one, he's been boring the underwear off us with his holiday snaps for the last three months — Ed).

6) Finally, please have more than one reviewer commenting on the full price games. We need a mixed opinion as well as the review.

Fair comment, but we don't like to differentiate (LMLWD — it's great to have it back!) between full priced and budget software in our reviews. Rest assured we'll be offering two comments on the best software each month, no matter what it costs.

Thanks Lloyd

Long live COMMODORE FORCE.

Scott Richardson, Berwick Upon Tweed

PS Where can I get a copy of *Defender of the Crown* as mine's gone haywire? How much would it cost?

● *Again, we can't really help you there. All-Formats Computer Fairs are good for older games, other than that it's back to the car boot sales and market stalls.*
LM

DRAKKEN HIS FEET

Dear Sir,

You're my last hope — I've been after *Drakken* by Infogrames for an eternity. If you know where I can get a copy, please let me know.

Yours hopefully

Kieran O'Connor, Blarney, Ireland.

● *Sorry, mate — Infogrames never released* Drakken *on the C64! Check out Heroquest instead, or search your local car boot sales for Bloodwych.*
LM

LET'S FACE IT

Dear Lloyd

May I say how nice it is to have you back in the C64 world (grovel, grovel).

Please could you tell the readers a new software label's arrived called ACE Software (mail order only). Games cost only £1.75 cassette and £2.50 disk. Send an SAE to Matt Johnson, ACE Software, 168 Long Ledd Lane, Long Lee, Keighley, W Yorkshire, BD21 4TU for a catalogue. Please state if you own a disk drive as the first five replies get a free game.

● *Great stuff Matt — it's always nice to see new labels for the C64! Is ACE Software a PD library or do you sell commercial games? Send me a catalogue and I'll see if I can get anything reviewed in COMMODORE FORCE!*
LM

ROLE REVERSAL

Dear Lloyd,
I'm an avid C64 role-playing addict. Will US Gold ever complete one of their AD&D series on this format? I've been trying to get *Secret of the Silver Blade* for over 18 months. I've phoned US Gold who said, 'Don't worry, it'll be available in a compilation.' That was twelve months ago, and to my knowledge it has yet to appear.

I originally bought *Pool of Radiance*, *Champions of Krynn* and *Savage Frontier* on the understanding that I would be able to to purchase and complete the series on the C64. To my knowledge none of them have been concluded.

I feel that myself and hundreds (maybe thousands) of others have been conned by US Gold. I hope that you can find out what the situation is. I get the impression they've lost interest, which suggests they're dropping RPG games on the C64. I hope I'm wrong!

A Wood, Doncaster, South Yorkshire.

● ***According to the person I spoke to,*** *Savage Frontier* ***was never released on the C64,*** *Secret Of The Silver Blade* ***never will be, and the only other available is*** *Death Knights Of Krynn.* ***Sorry! Role-playing buffs with a disk drive should check out the masterful*** *Elvira II* ***from Flair, but there's very little on tape at the moment.***
LM

MISTAKEN IDENTITY?

Dear Commodore Force
Do you realise what you've done? You've given the greatest 64 mag in the world the same inititals as that heap of cats vomit they dare to call a magazine — you know the one I'm talking about. How could you do it?

Right, now that I've got that off my chest, here's a few questions for you:

1) What is the best icon-driven game for the 64?

Dunno, but **Shards of Inovar** ***on this month's REEL ACTION's pretty good.***

2) I notice that Software City had *Parasol Stars* in their list and I guessed you'd review it shortly. Alas, there's been no review and it's not in Software City's list anymore — what is going on?

The game's been delayed indefinately 'cos the guy who was programming the C64 version had his computer nicked, along with all the code. Adverts are placed long before a magazine hits the shelves, so Software City probably assumed (not unreasonably) that by the time you read the ad the game would be out. The rest, as they say, is history.

3) Infocom are long gone, so where can I get a copy of *The Hitch Hikers guide*? Perhaps you could put it on the covertape.

Look around. Infocom games are as rare as ZX81 owners, so you'll have to look hard! Finally, we can't put it on the covertape because (if my memory serves me right) it was disk only.

Isaac
PS Welcome back Lloyd!

● ***Cheers!***
LM

RESET REVISITED

Dear Folks,
I've been wondering about the letter titled 'Reset Revisited'. It says you can reset the computer with a joystick that has two cords. By any chance, can you reset the computer any other way? Anyway 'ere comes the old numbered questions... ***(and there go the old numbered questions! if you want to ask something, at least make it interesting. There's nothing worse than reading page after page of 'when's Sonic/Mario/Supermarket Trolley with a Bust Wheel Racer coming out on the C64' and damned-fool questions about resets we've answered in the last five issues anyway)***

Well, that's about raps it up for this letter, although there's one more thing......
(snip — LM)
Matthew Hayne, Victoria, Australia

● *Can I go home now?*
LM

IT'S A FUNNY OLD GAME

Dum di di dum dumn darr...
'Hello and welcome, Forcers! Welcome to *The Match*. Today we see league champions COMMODORE FORCE play nearest rivals COMMODORE FORMAT! Now over to our match commentator...'
dum di di dum dum darr!
'Thank you. The teams are ready to kick off, and... here we go, FORCE are attacking with full colour and slam the ball away for a goal with brill artwork! Right after the kick-off they regain posession, they're on the attack again, and *goooal*. Phil hits the post, but they've scored with a second opinion! And FORMAT score... an own goal due to rubbish reviews! The FORCE score again — this time it's 'cos of two tapes! Oh, there goes the final whistle and the FORCE win by four goals to nil. Now down to the dressing room for an interview with the Force.'

1) Are there any prizes for Letter of the Month and Wet Kipper of the Month?

Well y'know Jimmy, the lad done well. If you make COMMODORE FORCE Man Of The Match (that's Letter Of The Month to non-footie fans) you win a brillo binder — check out a future FORCEFIELD PLAZA for details on how to buy one.

2) Please ask Brian to do a machine code editorial.

POKE FOR YOUR LIFE!

Dear Commodore Force
Please could you help a very inexperienced computer user. I bought a C64 for my five-year-o daughter, and I'm now completely addicted to it.

You keep printing poke cheats for lives, weapo etc, well to be honest, I don't know how to use them. Please explain how and when to input ther

Also my daughter wants to know if *Sonic The Hedgehog* will ever be available on C64.

Please help!
Yours frustrated desperately
M Walsh, Cannock, Staffs
PS I subscribe to your mag!

SCANT CONSOLE-ATION

LETTER OF THE MONTH!

Dear Commodore Force,
Having read issue One of your illustrious mag, I thought I'd drop a line with a few thoughts on the ol' C64!

I'm old enough to have watched the home computer boom grow from the early days. I marvelled at *Skramble* (sic) and *Frogger* on the ZX81, blew my mind with the BBC 'B' versions of *Planetoid* and Snapper, and was awestruck by *Attack of the Mutant Camels* on the C64 at the 1983 'Your Computer' magazine show (remember them?).

Things have changed since then, with some good computers like the Memotech (very advanced for its time) and the Sord M5 never making it, and some right lemons like the Mattel Aquarius and the MSX range flopping dismally.

Throughout it all the C64's soldiered on, and it's probably the last of the early 8 bit computers still around. Sadly though, it appears to be suffering now. This seems to be more due to the fact that software houses have given up writing for the old girl rather than anything else, but alas, those wretched consoles have a lot to answer for.

People seem to have forgotten what it was that killed off the original big league consoles, the Atari VCS and the Mattel Intellevision. It was the way both Mattel and Atari had a virtual monopoly on writing the cartridges for them and charged extortionate prices — even in 1980, £30 for *Space Invaders* was a lot of money! Home computers allowed ANYONE to write and publish a game, and at a decent price too. A good game for the

● *First of all, to input pokes you need a reset cart. They don't make ordinary ones any more, but Datel's Action Replay Mk VI does this and much, much more — they're not cheap at £35, but they're worth it. As to your other question, mentioning that irritating, flea-riddled blue monstrosity is more than your letter's worth, but as you're new to computing I'll refrain from chucking it in the cylindrical filing cabinet. If there's anyone out there who doesn't know the score regarding Sonic, read my outro. Any further correspondence on this subject will be seriously laughed at by everyone here at Commodore Force.*
LM

Don't you mean 'tutorial'? Anyway, what do the fans think? Would you like a training session with Brian 'you're 100%' Strain?

3) I'd like to challenge someone at *Subsonic* please.

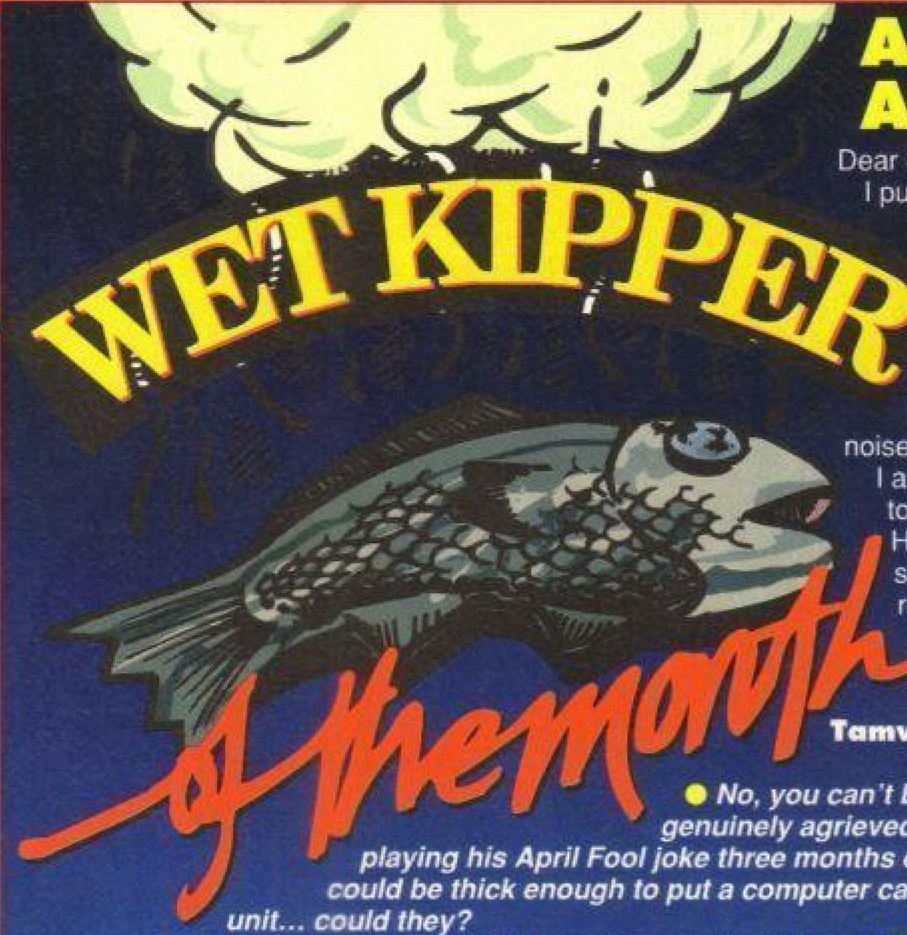
And I'd like a pay rise thank you!

4) Is Chips Challenge still available? If so, where from? How much? and how did you rate it?

Alas, Chips Challenge has been substituted — it couldn't be for putting in a poor performance as we all thought it was great, so hopefully US Gold will transfer it to Budget Label United pretty soon.

Long live the Force
R Ford, Midhurst, West Sussex.

● *All this footballing fun and not a singly dodgy remark about balls — the ghost of Whiplash has finally been laid to rest!*
LM



A NOISE ANNOYS

Dear Sir,

I purchased your mag for my grandson, and I must say that I've never been so appalled at the quality of the covertapes.

They were supposed to contain games etc but all we heard was a dreadful noise!

I am returning one of the tapes to you for your comments. Hopefully you can give me some explanation, and either replace the tapes or refund the money.

Yours faithfully
Mrs Imlah, Tamworth, Staffs.

● *No, you can't be serious! This can't be a genuinely agrieved reader, it must be Steve playing his April Fool joke three months early — I mean, no one could be thick enough to put a computer cassette into an audio unit... could they?*

Are you sure this isn't down to you, Shields? — **LM**

● For the benefit of Mrs Imlah (and anyone else who hasn't two marbles to rub together) our covertapes are for Commodore 64's, and the 'dreadful noise' you heard is actually a computer program! What sort of games did you expect? Ring-a-ring-a-roses*?* Simon Says*?*

Anyway, congratulations on winning this month's pilchard — without a doubt, yours is the funniest letter we've ever had!
Steve

C64 would cost about £6.99 in 1983, whereas Atari and Intellivision still wanted around £30 for one of their inferior cartridges.

Now we find consoles ruling the roost again. We see extortionate prices (£49 for a game!) for cartridges which are strictly controlled by console manufacturers. Note how games like *WWF* and *Bart Simpson* are NOT available on cartridge for any system other than Nintendo, because Nintendo hold the licence to them. Notice how few (if any) independent software houses are able to produce console games, leading to the monopoly situation again.

Isn't it a big con that most consoles can be bought for under £100, making it very attractive to Mummy and Daddy compared with those nasty expensive computers, but then they have to pay up to £50 for a game when they could have bought a C64 and paid much less (£2.99 to £12). Buying a C64 makes financial sense from day one. Sooner or later people will discover the delights of a wider range and cheaper software on computers and see the consoles in their true light, just like they did in 1983. Until then we can only blame the software houses for shooting themselves in the foot, using the slightest excuse to put up the price of 16-bit software so it's almost the same price as cartridges. Only 8-bit games are significantly cheaper

I hope consoles get the fate they deserve, ie selling for a fiver at car boot sales, and people realise what a manipulated and strictly controlled con they are. I hope I don't have to show many more people my C64 and get comments like 'Wow, I didn't know games were so good on these' to prove their inferiority.

With regards to the C64, is it really a dying breed? Are software houses really giving up on it? There's certainly been a marked decline in the number of games released, but will this continue? I don't know what the future holds, but it'd be a shame to see the C64 die in favour of consoles.
Yours Mr Clark Denham, Watford, Herts

● *The MSX? No good? I can't agree, I thought they were okay but badly marketed. I couldn't agree with you more about consoles being restrictive, monopolistic and too bloomin' expensive, though! Nintendo, for example, have vetoed cartridge releases of* WWF *on any system other than their own, and it's even been suggested that they've tried to stop publishing companies releasing magazines for Nintendo users!*

As for your final point about the C64 market dying in favour of consoles, rest assured it won't happen. Console owners may have a huge range of carts to choose from, but most of them are bog-standard shooters or platformers — all the imagination and innovation comes from the home computer scene. Console-mania is a passing fad that'll soon be as obsolete as the Hula Hoop or flared trousers, and the Beyond Belief feature in ish 1 should allay all our fears about the death of the Commodore market.
LM

DISK-USTED

To Commodore Force,

Well, after several letters (none of which you answered or printed) I thought I'd give it one last to go to see if you guys really do print reader's letters instead of making them up!

A while back I sent you a disk containing a game for your covertape, 104 pokes for all the latest games (for which I thought should've won the cart, but you didn't use them) and some demos from European groups. Why didn't you use them? You didn't like the game? Too many pokes for you?

Please answer these questions or I'll stop getting your mag
R Marshall, Great Yarmouth, Norfolk

● *Erm... er... ahem! Sorry about that! The problem is no one in the office knows anything about it, so we can only assume your disk was lost in the post. Feel free to submit it again (I hope you kept a back-up copy), but as for the original, there's nothing we can do.*
LM

MUSHY PLEASE

Dear Commodore Force
Please, I beg you! Please, please could you release *Street Fighter II* on cartridge for the Commodore 64?

Please, please because I think it will be better on cartridge. So, please, please don't say no! Please,

I am willing to pay £20 for it.

So please write back to me. What do you say about the cartridge?
Mustafa Mohammed, Peterborough.

● ***Mustafa, would you please, please realise that we're a magazine, not a software company! Please, please don't ask for what we can't possibly give; if we could we'd be only too please please-d! It would please, please us no end if US Gold gave* Streetfighter II *a cartridge release, but there's nothing we can do — sorry, sorry!***
LM

QUICK OFF THE MARK

Yo Lloyd,
I've wrote a chart outlining my views on various parts of the mag...

■ **REEL ACTION**
Reel brilliant! I love *Gemini Wing* (especially the Malteser-throwing baddie). The *Lemmings* demo was okay, but I've played the Amiga game and I'm wondering whether the C64 version lets you to nuke the poor beasts. Rating so far. **99%**

■ **LETTERS**
Same as usual, no problems. **99%**

■ **ROUND-UPS**
Well worth the space. I find them useful when looking for a game of a certain genre. **99%**

■ **POSTERS**
These are a waste of space. **70%**

■ **PD, BRIAN & ADVENTURES**
I don't like any of these, but I know many people do so I won't complain. **45%**

■ **WHATEVER NEXT & REVIEWS**
One of the main reasons I buy the mag. **100%**

Finally, here's a tip on buying budget games — read the blurb on the back, but unless it's got **COMMODORE FORCE** after it, use the following translations of industry jargon...

■ I couldn't put it down ....I didn't pick it up.
■ Buy or die ....My job's on the line
■ Very easy to get into ....You'll complete it on your first go
■ Fast and frantic ....Impossible beyond belief

Just remember budgeteers, you've been warned!
Kevin Sheath, Hampshire.

● ***Praise indeed... as we can't get any better we might as well rest on our laurels, get lazy and self indulgent, and let the magazine go downhill! Only joking — COMMODORE FORCE is the best magazine of its kind, and rest assured we'll keep it that way!***

A word about magazine quotes — it's best to take them with a pinch of salt, even when they're from COMMODORE FORCE. For example, we might say 'Despite its outstanding graphics, this is the worst game I've seen this year. Playability is zero, and you won't load it twice'. An enterprising software company might then print 'outstanding graphics — COMMODORE FORCE'.

The only way to be sure about a game is to keep reading the mag and take heed of the reviews.
LM

KIPPER KONTENDER

Dear Commodore Force,
As you're the suppliers, I feel I must complain and warn other readers about your datasettes. The other week I was trying to play my favourite music tape in my computer cassette player, and not only did it not work but it also chewed it up! Because it was old I won't send you a bill, but what's the point in having a cassette player that won't play music?
Paul Bailsgrab

● ***You're lucky you didn't make kipper of the month with this one — the point in having the cassette player is to load games into your Commodore 64! That's all it does, and all it was ever intended to do. You're right when you say it won't play music tapes — the C64 is designed to work with only one sort of tape drive (the datacorder), and because of this, it can't be connected to an amplifier. Besides we only distribute the datasette, we certainly didn't design it — so ya, boo, sucks to you!***
LM

WAGGLEMANIA

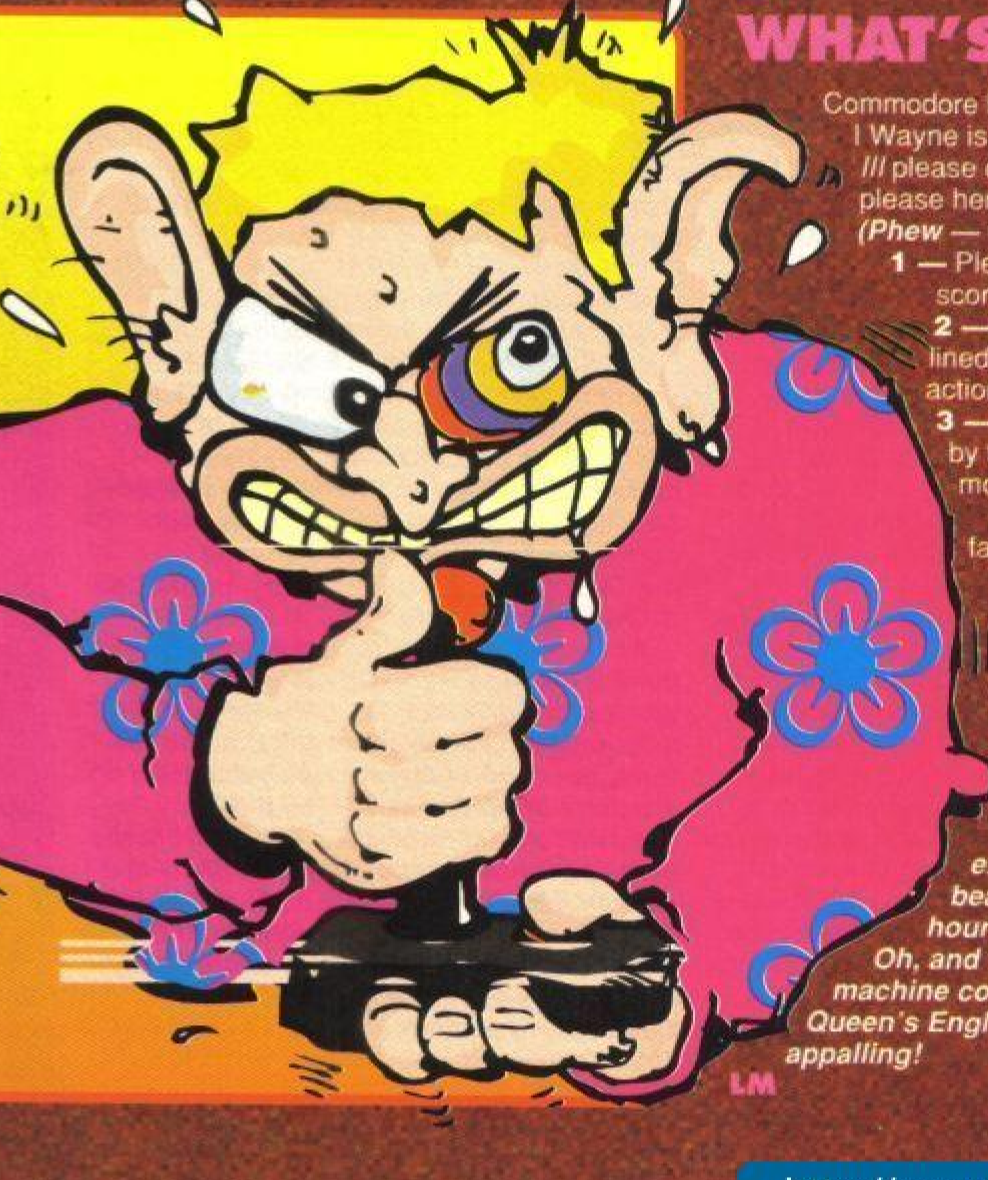
Dear Lloyd
I am just about sick of *Wrestlemania*. I know it's got brilliant graphics and stuff, but I hate joystick waggling. I've broken three joysticks so far! Now some questions:

1) Why the hell don't they bring out *Super Mario* on the C64?
Aaargh — gibber gibber gibber!

2) Does anyone know of any tips and cheats for *Bart Simpson, Dizzy Down The Rapids*, and *Treasure Island Dizzy*?
The Tipster probably does — why don't you ask him?

Lucy 'Brain Dead' Farrow.
PS Lemmings... Cool!

● ***Another brain dead Lucy — that's all we need! Seriously though, I agree about joystick waggling in general and Wrestlemania in particular. It's such a boring and dated system you'd think someone, somewhere would've come up with something better by now, but no — CodeMasters put us through it all over again with Wrestling Superstars. Plus ça change!***
LM



WHAT'S HE ON!?

Commodore Force.
I Wayne is trying to make *Streetfighter III* please could you help me to make it please here are my questions:
(Phew — what a sentence!)

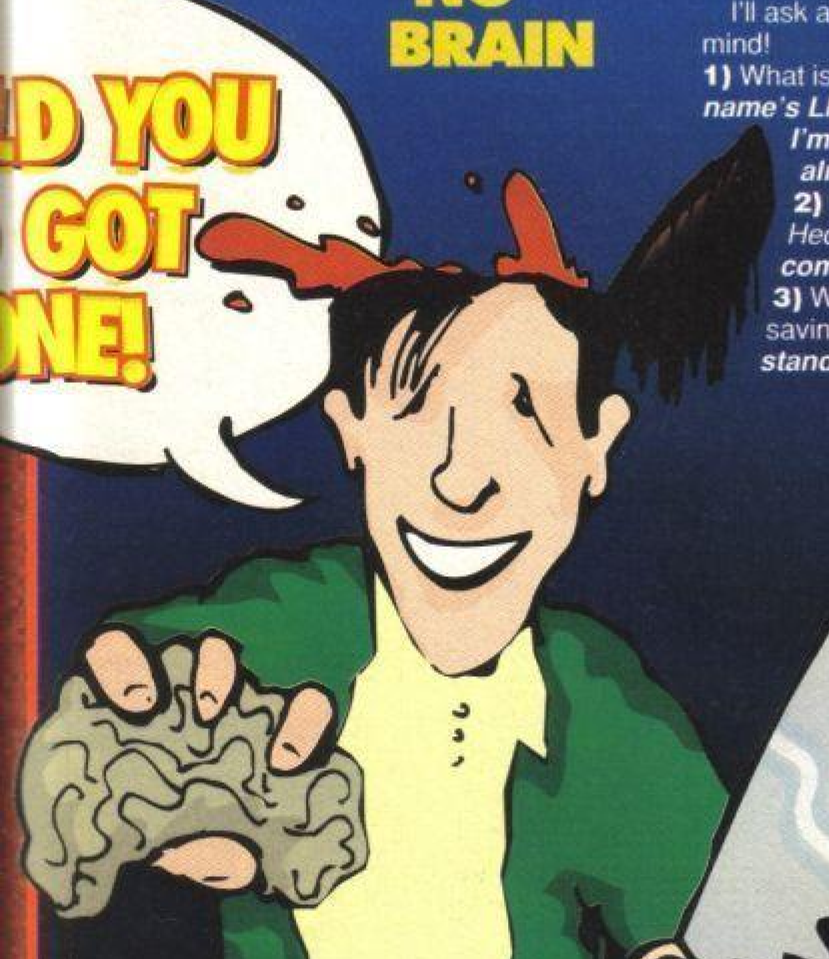
1 — Please could you help make a score board that works.
2 — Please could you help make lined boarder for loading without action replay cartridge.
3 — Please could you help me by typing out joystick movements.

Please could you send a fact sheet on it all.
Thanks from **Wayne Batt**.

● ***Thanks for what? We haven't given you anything yet! Judging by your letter, you haven't got a clue how to program — start at the beginning, and don't expect to write complex beat-'em-ups after a few hours!***

Oh, and while you're learning machine code, try learning the Queen's English too — your letter's appalling!
LM

THE MAN WITH NO BRAIN



Dear Lloyd,
A fool wrote in a while ago and his name is Colm not Clom and I know him. Why did you do it? He's gone crazy because of it (he's my brother, unfortunately).

I'll ask a couple of questions now if you don't mind!

1) What is your first/second name? ***My first name's Lloyd, my second name's*** **Mangram.** ***I'm surprised you didn't know that already!***

2) Why don't they make *Sonic the Hedgehog* for Commodore? ***No comment — no comment at all!***

3) What else do you do in *Lemmings* after saving their lives? ***Climb on the roof, stand on your head and whistle*** **God Save The Queen.** ***Seriously, if you save the required number of Lemmings you've completed the level — you then go on to the next.***

Please print Colm's *Double Dragon 3* hint properly.

The Unknown Pillock
(why on earth don't people sign their names?).

● ***If your brother's writing was as bad as yours, I'm not surprised we got his name wrong! Sorry Clom, er, I mean COLM.***
LM

I WON'T BE CONSOLE-D

Dear Lloyd
I'm a loyal C64 owner and I'm writing in anger because of the so-called console take-over. For a start, the major software companies are almost ignoring computers, concentrating on producing cartridges for Nintendos and Segas. For the life of me I can't understand how the've become so popular. OK, the Sega Megadrive and Super Nintendo are reasonably priced at £130, but the games are nearly all between £35 and £50. I couldn't believe it when I read *Street Fighter 2* (Super NES) is £65. How can Nintendo justify such a price?

I'm also annoyed that Commodore seem to be phasing out the C64 by dropping the tape deck. I feel the C64 pack won't sell well this Christmas, unlike the pack I got in 1990. The fact that not as many new games are being released doesn't help. The majority of today's games are budgets. Don't get me wrong, there's some great budget games, but there haven't been enough big releases lately — there's only *Nobby the Arrdvark, Robocop 3, Creatures 2* and a handful of others.

Hopefully we'll soon see a flood of new C64 releases. If not, then I fear by mid 1993 the C64 market could disappear.

Jim Johnston, Dunbartonshire, Scotland

● *I agree the Datassetteless (LMLWD) package was a daft idea, but it doesn't mean Commodore are phasing out the C64. The reason they released the* T2 *package without one is they expected demand for the old Commie to decline, and it hasn't — anticipating the death of the Commodore, they stopped producing Datasettes and then found they'd cocked it up righteously! Demand for C64's is still going strong, and anyone who still hasn't got a datasette should check out the Forcefield Plaza.*
LM

SNIPS

Pearls of wisdom that didn't quite make the letters page.

- Is the paper for your magazine recycled?

Albert Shadwell, Somewhere-or-other.

Yes.

- With all these compliments I should get 'Letter of the Month'.

Neil Walsh, Preston, Lancs.

With letters like yours to read I should get a pay rise!

- Can you tell me when is *Robocop 3* coming out on the C64? What mark did *Streetfighter 2* get?

(Sorry, couldn't read your handwriting).

Robocop 3's been out for almost a year, and Streetfighter 2 isn't even finished, let alone reviewed.
Come back down to Earth!

- How long is Steve Shields's toenail?

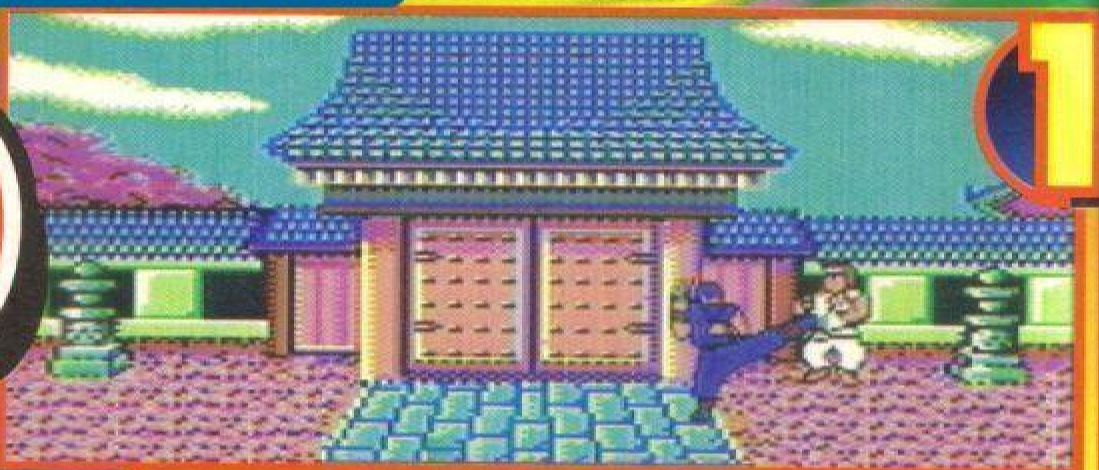
Neil Anderson, Co. Dublin

Thank you and Goodnight!

You're a miserable bunch of so-and-so's, aren't you? This year I got the sum total of ONE Christmas card (thank you, Stephen Horn). It's my birthday in March, and if I don't get a better response I'm off again! Now I've got that off my chest, let's get down to some serious moaning. I'm sick to death of reading 'when will *Sonic The Hedgehog* or *Mario* be released on the C64. THEY WON'T — EVER! Sega and Nintendo have seen to that! Creating strong, cartoony characters, hyping them for all they're worth and not licensing conversions is basically a marketing ploy to get you to by one of their machines! I wouldn't bother if I were you — when you get bored of the admittedly-excellent graphics, the games themselves are no better than their C64 equivilents, just more expensive (see letters this ish). Do yourself a favour — treat yourself to a copy of *Creatures* or *Flimbo's Quest* instead.

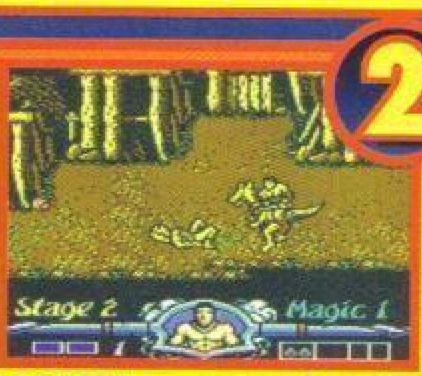
TOP TON!

1



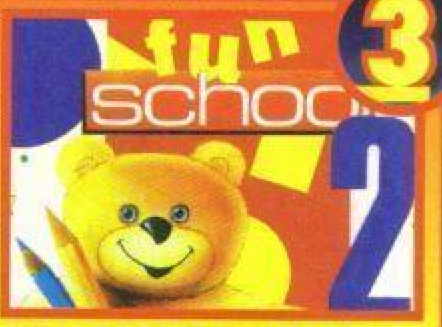
STREET FIGHTER Kixx £3.99

2



GOLDEN AXE Tronix £3.99

3

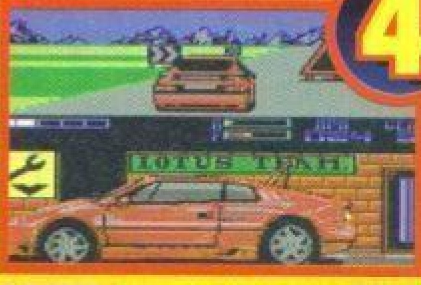


FUNSCHOOL 2 Over 8's Hit Squad £3.99

ELSPA CHARTS PENGUIN
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

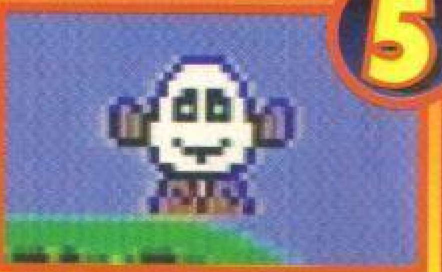
Right out of nowhere, Kixx's ageing also-ran *Street Fighter* hits the top of the charts. It's not a particularly good game (to say the least!), so we can only assume it's benefitted from the hype surrounding the sequel. Whether that's any good or not remains to be seen — stay tuned for a full review next ish!

4



LOTUS TURBO CHALLENGE GBH £3.99

5



DIZZY: PRINCE OF THE YOLK FOLK Codemasters £3.99

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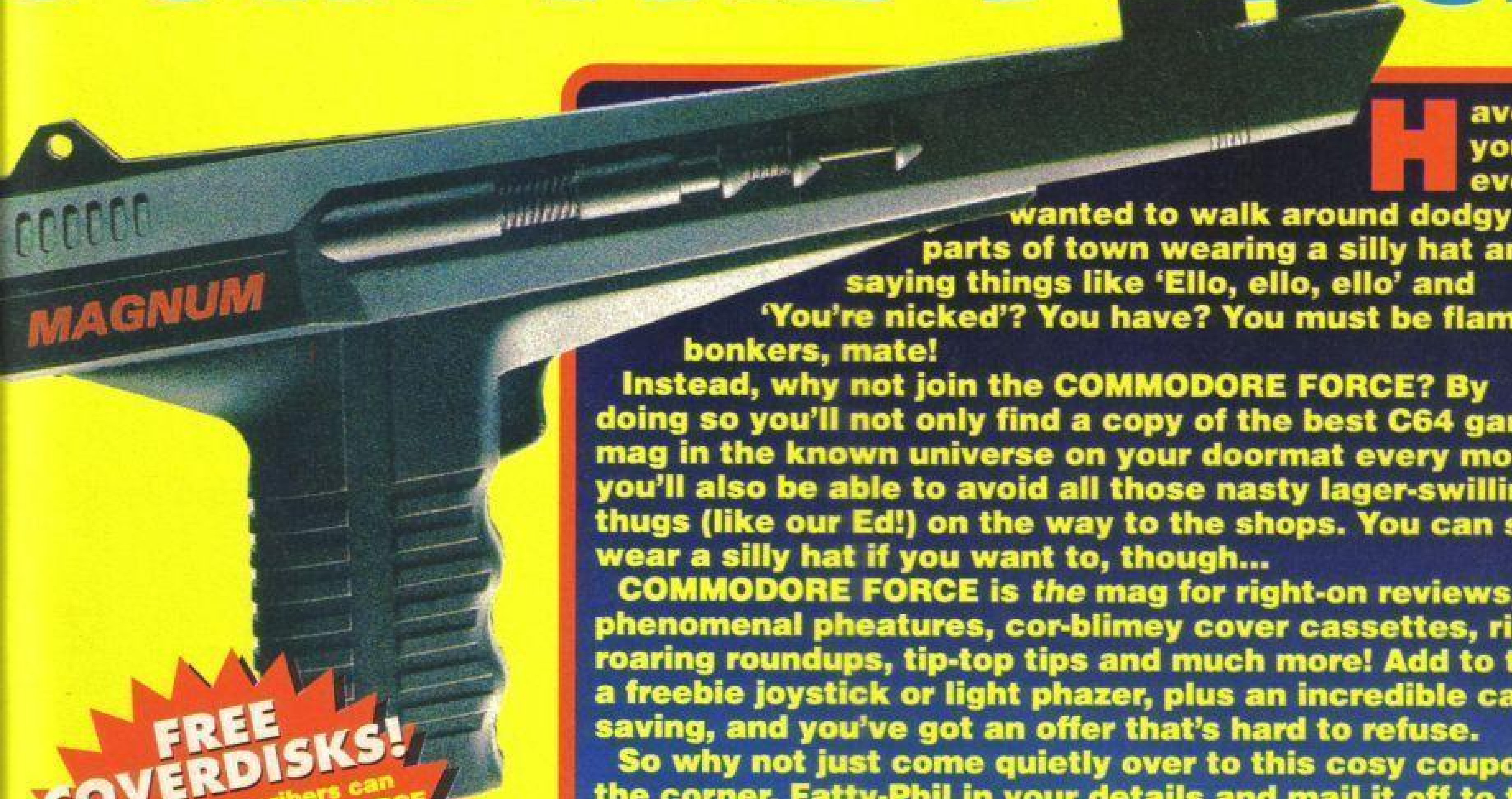

Have you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

Instead, why not join the COMMODORE FORCE? By doing so you'll not only find a copy of the best C64 games mag in the known universe on your doormat every month, you'll also be able to avoid all those nasty lager-swilling thugs (like our Ed!) on the way to the shops. You can still wear a silly hat if you want to, though...

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COMMODORE FORCE

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Tick where appropriate.	NEW	RENEWED
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PUBLIC SECTOR

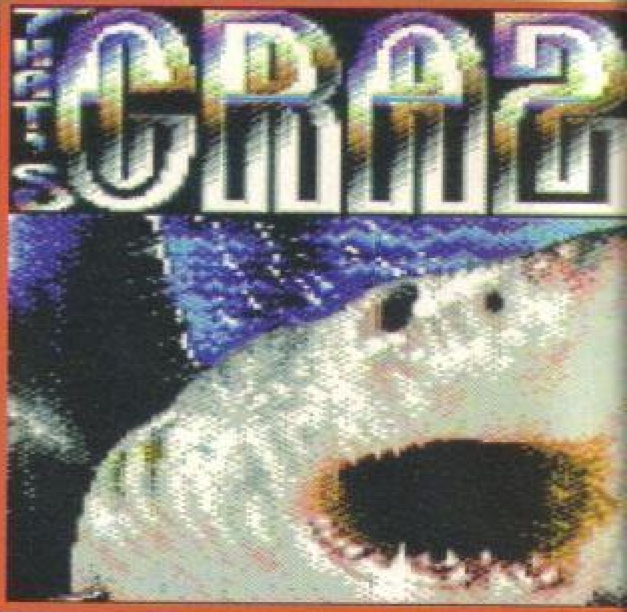
I'm in a good mood today — The Netherlands just beat Turkey 3-1 in the pre-World Cup friendlies! England don't stand a chance this year, as the superior Dutch team will run wild on 'em — HA HA!

Enough of this football banter, let's look at some PD. Since you've only been in on the scene for a few issues and the scene's been around for decades (well, at least one), it's hard to give an idea of what's difficult and original and what's easy and cliche. It's tough enough giving the 'feel' of a demo when we can only show a few static screenshots! My plan for the coming months is to review some Golden Oldies, and get some ace demos for the covertape — only then can you can hear the fab music and see the complex routines in action. Don't miss the next few issues... but you wouldn't do that anyway, would you?

THAT'S DESIGN

• Crazy

Some time ago there was a regular TV show on German television dedicated to computers and their peripherals, software, demo scenes, etc. It was called HIGHSCORE, and they organised a demo competition for the C64, Amiga and Atari computers. The prizes weren't up to much (two games and a joystick), but the winners from each of the three categories battled it out for the biggie... the PC on which *Leisure Suit Larry 2* was programmed (the *Larry* games are THE most popular RPG's on the PC, featuring a clumsy adult going through a mid-life crisis, and



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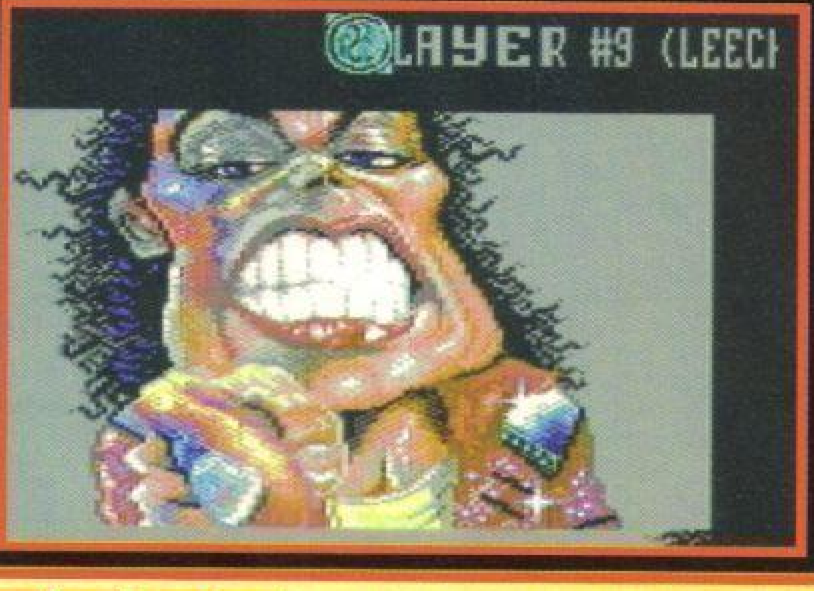
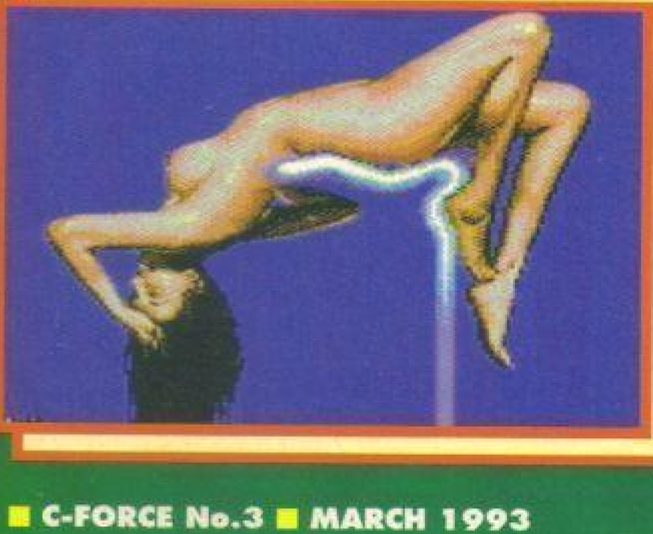
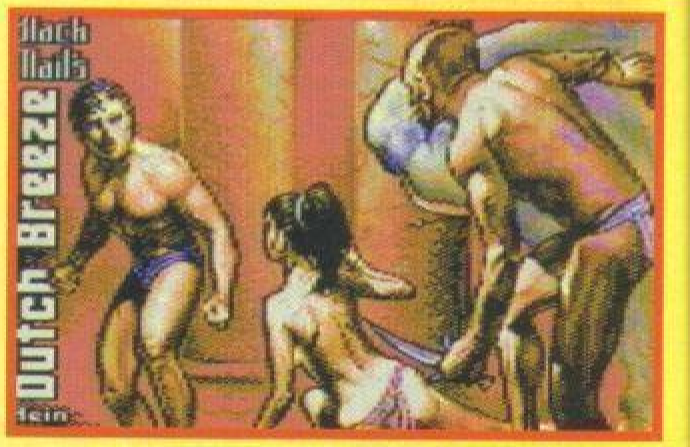


DUTCH BREEZE

• Blackmail





This is a demo that makes you want to stand up, sing the National Anthem and generally be proud to be Dutch (something has to — Dep Ed).

BLACKMAIL earned their coding wings three or four years ago when they released *Sophisticated 3*, a demo which included the world premiere of FLI (Flexible Line Interpretation), a routine which enables you to use all 16 colours in a single character instead of the usual four. Not surprisingly *Sophisticated 3* spent a long time at Number One in the demo charts!

They then got to work on a project they claimed would put *Sophisticated 3* in the shade. Everyone said it was impossible.... until they saw *Dutch Breeze*, without a doubt the best demo released for ages! It doesn't contain the revolutionary coding of Blackmail's previous demos, but the aesthetics are far superior — the music was composed by big name musicians such as REYN OUWEHAND and JEREON TEL, and the graphics were drawn by the best design

desperately seeking a woman). Anyway, *That's Design* won the C64 category and eventually the PC as well, beating **RED SECTOR**'s mindblasting Amiga demo *Cebit '90* and a rather obscure Atari raster demo.

It was rumoured at the time that a **CRAZY** member also worked for the TV station, and the whole thing was fixed — no one's sure who started the rumour, but there's no getting away from the fact that **CRAZY** produced an excellent offering that deserved to win on it's merits.

That's Design's very well put together, with excellent graphics, music and coding. The first part features the official HIGHSCORE logo and a scroller. The unusual thing about this part is that every different scroll-text writer has his own music, so, when GOTCHA's typing you'll hear a funky tune, and TYCOON has slow music... a novel idea, but somehow it doesn't really work in a demo. Maybe they should try in a soap? Every character with it's own background tune… some Brazilian soaps already do, apparently!

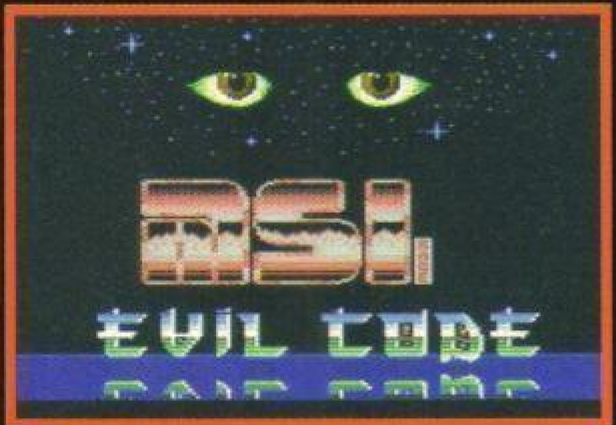
FISH DIED,THE
THE LAST BIRD
AN KILL RECOG-
TERT MONEY!

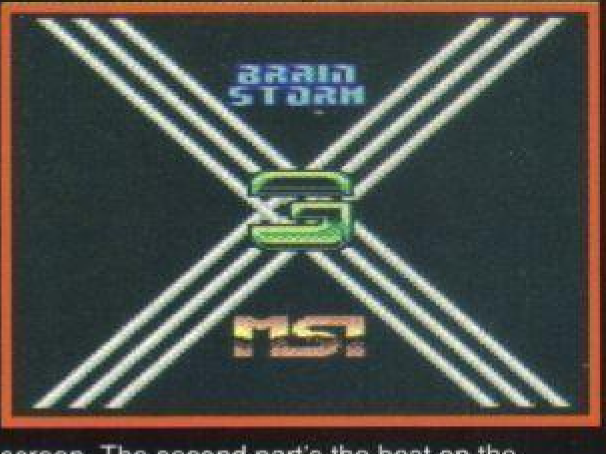
The second section features a very big **CRAZY** logo, each letter taking a full screen and containing a picture. No bodacious graphics though, they're saved for the next part, which features some awesome FLI graphics swinging across your screen. You get Michael Jackson's face, a logo and a female image, all beautifully drawn. The last (and most important) part is styled like a movie, starting and finishing with the credits. Although it's very short (*Herbertzan*, Tarzan's failed son, tries to emulate his father's actions and ends up slamming into a tree), it's interesting enough and the movie illusion is maintained throughout. *That's Design*'s an okay demo which certainly lives up to it's name — good design is evident throughout.

THE PD VERDICT! 84%

BRAINSTORM 3

● MegaStyle Inc



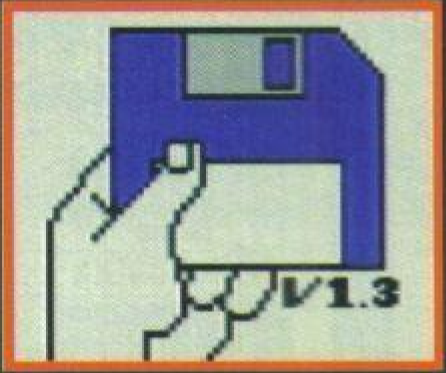


This demo takes us back a few years (1988 to be exact), but it can still go fifteen rounds with the demos of today.

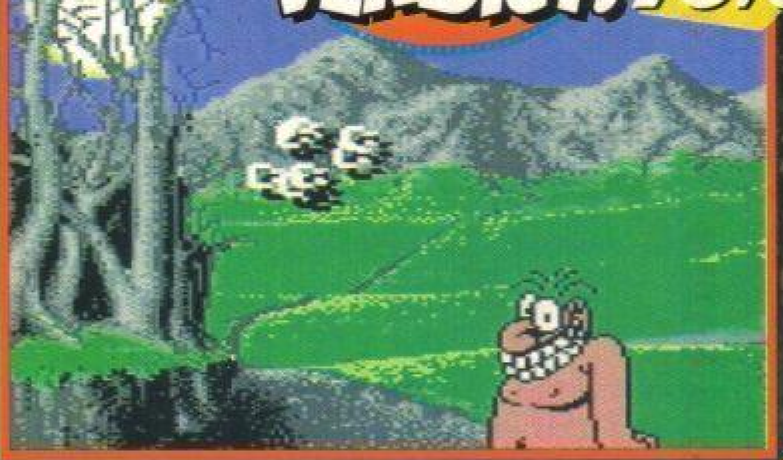
When Norwegian group **MEGASTYLE INC** release a demo it's usually a classic, perhaps because they take their time instead of rushing them out as fast as possible. They time their releases well too, always releasing a follow-up just as their previous outing starts to slide down the charts. But what would you expect from a group with the brilliant SPARKLER on graphics and the equally excellent SCROLL programming? As they're brothers they can think on each other's wave-length, resulting in some radical stuff.

The demo starts with the Amiga boot screen (the hand and the workbench disk), and immediately loads the intro where the **MSI** and *Brainstorm* logos swing across the screen. The second part's the best on the demo; a static background with some nice mountains and trees becomes infested with small sprites, cartoon characters and other weird and zany stuff. Other sections feature dycps which, although old hat now, were extremely original and difficult at the time. **MSI** used two in this demo, but the current record's about 100. Dycps are considered 'lame' these days, as is trying to top other group's records — nowadays interesting design and radical new effects are in vogue.

Apart from some blinking eyes and a mirror-scroller, only the ending's really special. You see a great test-screen which lasts about a minute before crashing into some HDTV snow.



THE PD VERDICT! 78%



team the scene's ever seen — DIART!

Part one honours the great artists on the machine, showing over 20 title-screens of well known games such as *Hawkeye, Hammerfist* and more. Later sections feature FLI-pictures showing the work of some of the best fantasy-artists in the world, and there's some interactive (albeit naughty) stuff as well!

The best thing in *Dutch Breeze* is undoubtedly the wonderful animated sequence showing a dragon flying over a Dutch landscape (you mean that volcanic wasteland's HOLLAND? Remind me not to go there for my holls — Dep Ed). Words cannot describe the slick presentation found in all nine parts.

A closer look at the demo shows it to be little more than a slide-show, but it's brilliantly executed and the graphics are exceptional. *Dutch Breeze* may have taken three years to complete, but it was certainly worth waiting for — a must for your collection!

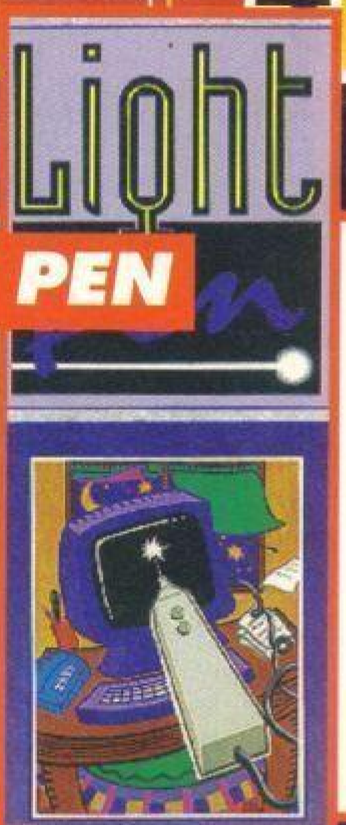
THE PD VERDICT! 97%

Hope you enjoyed these classic demos. Next month there'll be a full report of a real computer party, held in Denmark. You'll meet some of the C64 scene's leading players, get the low-down on the demo contest and, of course, I'll be reviewing the winning entries — check out COMMODORE FORCE's Public Sector next month, and forget the rest!

THE FORCE

COMMODORE FORCE

LIGHT PEN



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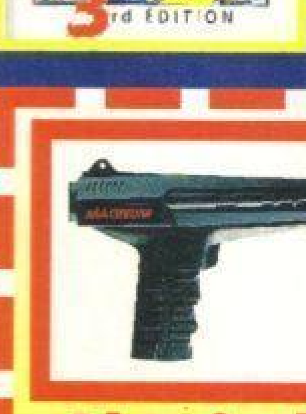

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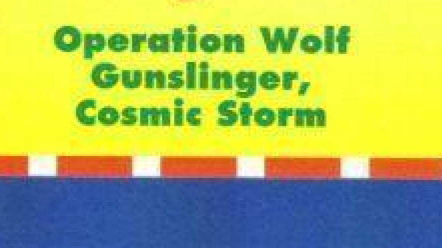

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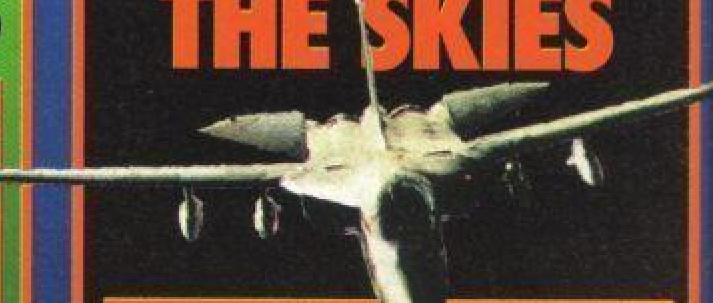

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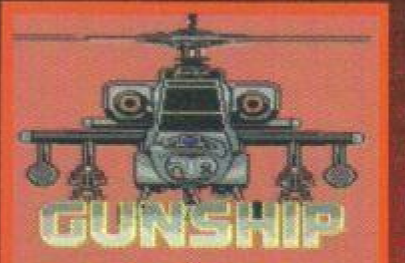

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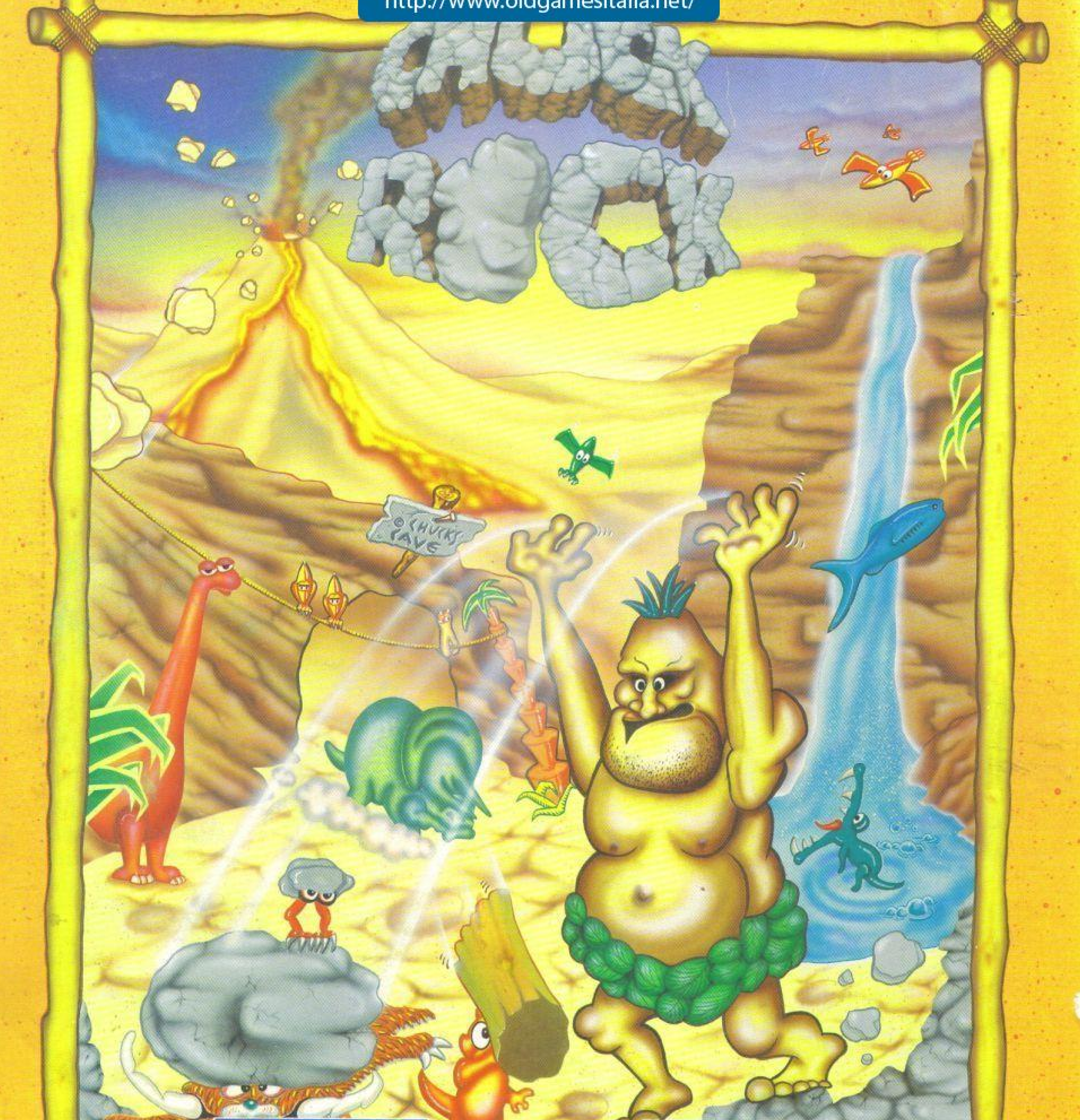

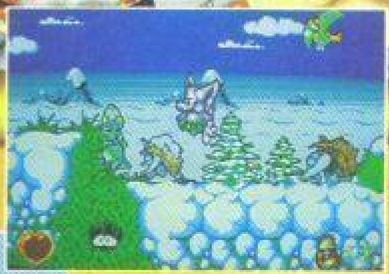

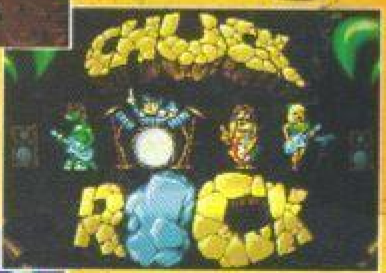

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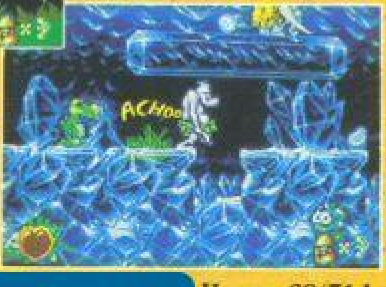

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